WIN AN N64 AND TUROK

Nintendo®

MAGAZINE SYSTEM

APRIL '97
ISSUE #49

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Behind the Scenes at NBL

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WE HAVE A WINNER!

up front...

AND THE WINNER IS...

We've had a superb response to the NMS reader survey, copies pouring in from all corners of the land. Your replies are really interesting, and we'll give you a full run down of the results when all the information has been collected and ground through the cogs. It gave you the chance to tell us what you think of the mag, and the info we get helps us to improve the whole thing. Oh, and there's another small matter of an N64 as well...

Can't keep you any longer! We sent Alan into the vast box that holds all your replies, and he emerged with just one name: **ALBERT MORRISSEY** from Thirroul, NSW. Albert wins a fab Nintendo 64 and a copy of Super Mario 64 and he promised to let his brother Joseph have a blast occasionally. Congratulations, and may all your troubles be polygons!

THE BIG PRIZES GO ON...

Since we first heard about the game, Acclaim have been hyping up **Turok: Dinosaur Hunter**, and they've now produced an outstanding piece of playable adventure. Not content with giving away one super console, Roadshow Interactive and NMS have another **Nintendo 64** and a copy of Turok for someone unnaturally lucky.

But that's not all... we've ***six*** other compos in this issue, with fantastic giveaways for all of you who missed out on the big one. Good Luck!

YOU REALLY MOVE ME

Much activity in the air at the moment. We're swapping premises and so the usual address to which you send your mail, pictures, tips, competition entries, and all those lollies Skull keeps getting has changed. The new address for all your contributions is:

NMS
PO Box 734
Crow's Nest
NSW 2065

KALLING ALL KIWIS

We've got some important news for all New Zealand readers. Turn to page 67 if you want to read about it and tell us what you think.

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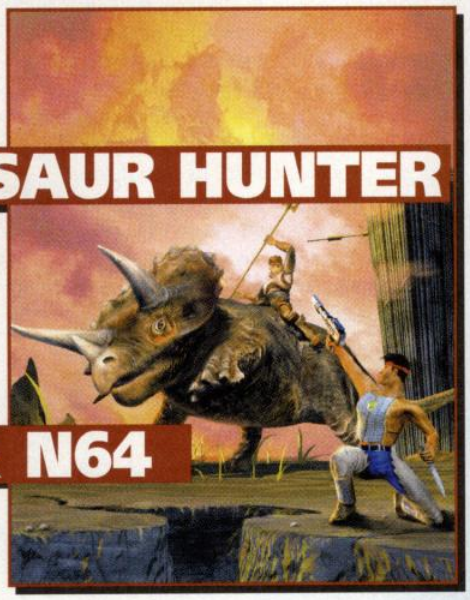
Rescue Han, save Luke, kill Xizor! Go on then! **18**



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NINTENDO PEOPLE SY

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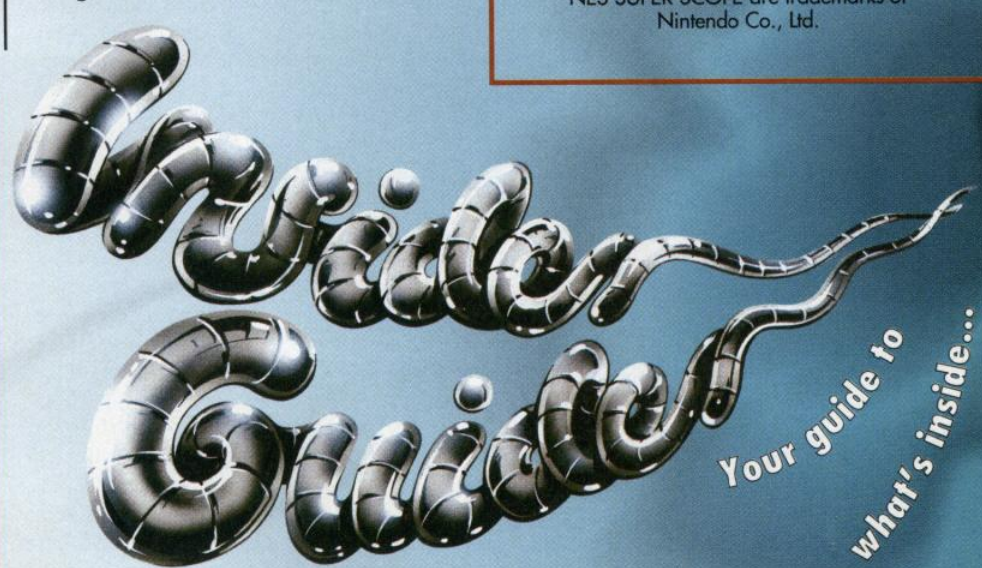
COMPETITIONS
TERMS AND CONDITIONS

Competitions in this magazine are promoted by Catalyst Publishing, Level 28, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 2nd May 1997. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.



Write off !

Too many letters pages? Not enough on sports? Hate Skull but love Enzo? Surely not! If you've got an opinion we've got ears big enough to take whatever you've got to say. Don't be shy. Write or email us and we'll see what we can do.

Write off!
NMS Magazine,
PO Box 734,
Crow's Nest,
NSW 2065
email: catalyst@popmail.dircon.co.uk

ORDER, ORDER

Dear Ed,
I have a suggestion for your excellent mag (can you please take it seriously?). When I'm flicking through the pages, I see N64 screenshots in the news section and an N64 review in the middle, a Game Boy review here and there and a couple of SNES reviews. My point is, they are all over the place! Why don't you have Game Boy, SNES and N64 articles in their own sections. Readers of NMS please feel free to criticize my suggestion.
Paul Connor
Hobart, Tas.

There are several ways in which we could group sections of the mag, and we get suggestions for all them. One reason we don't put all the console reviews together is that a lot of gamers own more than one system, and we'd be doing previews, reviews and tips on games that're out, not out, not yet developed, etc. all in one space. Quite often we'll include something like the basketball feature too which ties in well with the game previews that go alongside it. Besides, there are always the contents pages to tell you what's in each issue and where.

GAMES FOR HIRE?

Dear Nintendo Magazine,
I've had a SNES for couple of years now, and I have always had trouble getting games because I live way out. There's no games store in the nearest town, so I can't purchase any games. I've been forced to use Mail Order ever since, but I'd rather play the games I want before deciding whether or not to buy them. I read in a UK gaming mag that Nintendo had done a deal to hire out SNES and Game Boy titles through a video store. Will the same deal be going off over here?
Trent Burton, NT.

Well, we spoke to Nintendo about this and there are still no plans to get involved in games rental over here. In some countries Nintendo does have agreements with stores, but that doesn't apply in Australia. Agreed, it's really nice to get to play games before spending out hard-earned dollars, but while the policy remains there's nothing that can be done.

BUT SERIOUSLY...

Dear NMS,
I was leafing through my brother's NMS and I couldn't believe how many people (mostly guys!) are obsessed over Nintendo games. OK, I play Mario Kart once in a while, but it's gone beyond a joke when people play the damned thing 24 hours a day! Come on! I suggest that all Nintendo freaks get off their butts and do something with their lives. Do you really believe you'll get a job because you can beat someone at Mortal Kombat? And, to all those love-sick puppies out there who love the characters from the games, get a life! I think all of you who do this are bloody desperate! If this letter describes you, I would be seriously worried about your mental health.
Sue Rich Pipe.

Come on, you're not on the old "people who play video games have no hope for the future" blast are you? Our Readers' Survey asked how often and how long people played, as well as what other activities they got up to. And guess what - everybody has got a life, has got other interests, friends, you name it... Besides, what's so brain-numbing about playing a decent RPG or working out the complex puzzles in modern adventure games? People like gaming, don't knock something just because it's popular.

TRY TO BE NICE

To the Editor of NMS,
Why do you let complaints into your magazine? I think you should tell everyone that any letter with harassment, swearing or complaints will be ripped up. I think if all the silly letters were out of the way, we could fit in more pictures (good ones!), and better letters in the magazine. I also think that the people who complain about Sega should not be involved in the mag, either. Sonic and Mario are just as good as each other and if Nintendo and Sega can learn to get along, there won't be any complaints in the mag. I think Skull and Les had a hard time coping with all the stupid insults that people wrote in to them, especially in the December issue. The world is a violent place today because people can't face the fact that there is always something stopping them. If Nintendo and Sega became allies, they could probably help each other, but no! It always has to be negative, doesn't it?
I know that I'm complaining, but this complaint is about all the stuff that this magazine doesn't need. Willy, if you could stop letters that are violent, harassing and down-right insulting, then I reckon it'll be a better mag all round.
All the people who write good letters to the mag have a five per cent chance of being included while all the other stupid letters have a ninety five per cent chance. I know this is a personal letter, but I hope kids that read it will actually think about what they're doing.
Daniel Peters
Melbourne, Vic.

NMS caters for a wide range of readers, and we have to allow them all the opportunity to voice an opinion. Our different mail pages let readers write in to the part that suits them best, whether they're commenting on the magazine, games, other consoles or issues outside gaming. And if you think some of the letters are insulting, you should see some that aren't published! The letters criticising the mag are useful to us too, as they draw attention to aspects we may have overlooked, and while we can't please everybody all the time, letters give us heaps of information about our readership, and help us to find out what you want to see in the magazine.

HATE THE WAIT

Dear NMS,
I am writing in about the Swap & Sell pages. They are a great idea and they work fine. I might be asking a bit much here, but could you try and print them a bit sooner. Five months ago I sent my form in, but you didn't print it until this month (February). Two months later I sent another one, so please don't print that one as well, because I have already had about twenty calls about the first one. Thank you.
James Nelson, NSW.

The problem is that we get such a heap of requests for stuff to go into Swap & Sell that there often isn't room for all the ones to fit into one month and they inevitably get left over until next time. We do our best to include them but it is done on a strictly first-come-first-served basis, and we have included more pages sometimes to beat the backlog. We also go to press some time before you get the magazine on the streets, as printing and distribution all takes time. Still, it's nice to know that it was a success in the end.

So get out your pens, rattle off a few lines. Whatever it is: violence, hyperviolence; sexy or sexist; not enough or too much to choose from... Only you know what hurts you, but it's sure to be better out than in.

NNN

NINTENDO NETWORK

ALL UNITS... WE HAVE LAUNCH!

A better than expected response to the N64's launch in Australia has amazed everyone, even Nintendo themselves. "We always anticipated a big response to the product," said David Yarnton, Nintendo's Director of Sales and Marketing, "but today's sales exceeded even the $6 million originally forecast." Keen buyers are not just after one game either, with sales of Super Mario 64, Wave Race 64 and additional controllers higher than expected too.

Over 20,000 N64s had been shipped out to eager retailers in Australia, which means that all the first shipment of machines has been sold to retail. Some stores, like K-Mart in Burwood, Melbourne and the Gamesman in Penshurst, Sydney, opened up at midnight on Friday 28th to keep up with the demand from gamers. Some stores even reported being sold out by 11am on Saturday morning! More stock has been arranged to try and keep up with demand, so there shouldn't be any problem in satisfying everyone who wants to buy the greatest gaming machine in history.

The world wide success of the new 64-bit machine looks set to continue over here. Judging by the sales figures for the first six months worldwide, Nintendo managed to secure a massive 50 per cent of the videogame hardware market in the fourth quarter of last year, outstripping Sony by 16 per cent!

THANKS FOR THE MEMORY

Along with the console itself, extra controllers and the three launch games, Nintendoids can have the option of getting a Memory Pak, which slots into the back of the controller. This lets you save all your best game scores if there's not enough space on a cart for battery backup. You can also take the paks to a mate's house and play saved games on their N64. The Memory Pak was released along with the N64 on March 1st.

IN THE DRIVING SEAT – 64DD

Nintendo's 64DD is certainly one of the most eagerly awaited add-ons for the N64. This hard drive will use custom made optical disks, and each one is capable of holding about five times as much data as the Super Mario 64 cart! These disks are three times as quick as disks used by the Saturn or PlayStation, so you won't be hampered by a slow loading speed, and all the data is re-writable, letting you save a game at any point and hopefully it will even allow updates to games on carts.

The 64DD – could be a must for serious gaming.

NEWS

IN DEVELOPMENT:

race around the world

At the end of last year the ABC TV documentary team asked for young Australians to come forward and be part of a massive ground-breaking project, **'Race Around the World'**. The aim was to find eight Aussies with an interest in film and the media and to send them off on a 100 day, round-the-world trip, reporting as they went. Each 'racer' will make a mini-documentary every ten days for 100 days in up to ten regions around the globe. The lucky eight will be trained up at a top Sydney film school then be sent off at the end of this month. It may sound like a great way to get a free holiday but you can guarantee the final eight budding journos won't stop from the day they leave until they touch down again on Aussie soil over three months later.

The completed documentaries will be screened on ABC in a 21 episode series starting on June 2nd that will follow the team as they progress. As each story is rushed back to the Sydney editing suite, progammes are compiled ready to show four films a week. But it won't end there! Every film is scored out of 20 by a panel of judges and the studio audience gets to have its say too! At the end of the 'race', the film maker with the highest mark will win themselves a course at the exclusive Australian Film, Television and Radio School. At the time we went to press, ABC had just announced the shortlist of 16 finalists who'll attend the qualifying course at AFTRS. After a gruelling four weeks at the School, the final eight will be chosen. We'll let you know next month who those eight are and we'll update you on their progress as the **Race** continues. In the meantime, here are the names of the sixteen finalists:

Janek Gazecki (Sydney)
Daniel Marsden (Bundamba, Qld)
Lowanna King (Sydney)
Claudia Rowe (Melbourne)
Scott Herford (Sydney)
Jennifer Cloher (Sydney)
Todd Wheatland (Perth)
John Safran (Melbourne)
Ben Davies (Sydney)
Olivia Rousset (Perth)
Michael Boland (Sydney)
Kim Traill (Melbourne)
Bentley Dean (Melbourne)
Kyla Brettle (Melbourne)
Deborah Mandie (Melbourne)
Helen Kudrich (Perth)

WE'RE DOOMED!

Life just got scarier!

At last! we've finally got a release date for Doom 64! The developers at Midway have announced that the game will roll out in America on April 4th, and will be the eighth version of Doom to be released. Although we were slightly disappointed to hear that Doom 64 was only designed for one player, this version's been exclusively developed for the N64 and sounds like it'll be a corker! The old game engine has remained, but the developers promise a completely new look and some new weapons to take out all those monsters. The game also features brand new creatures as well as old ones who've had a make-over, and over 20 brand new levels! Worth waiting for? We think so! This winter looks like it's going to be a real game-fest as Midway plan to unleash War Gods on the N64 in June, and a new version of the old PC classic Robotron X in July.

FIFA '97 for the '64

Great news for soccer fans: EA Sport's great-looking N64 title FIFA '97 is hard on the heels of other titles for an early release. EA already have a version out in Japan, called J-League Soccer there, and are keen to get the conversion out in other areas as soon as possible. Meanwhile, here are some fab-looking screens from the game to warm up to.

TUROK 2: YES IT IS

News just in from our sources at Iguana Entertainment confirm that development work has begun on a sequel to Turok: Dinosaur Hunter. Currently known as (wait for it) 'Turok 2', Dave Dienstbier at Iguana's Texas office told us that the new dino-slayer will be even bigger and better than the first outing. Most of the technical research to improve all the elements of the game has been completed and work will start soon on a storyline. One of the key elements to the development team is getting some market feedback and general response to the first Turok title: "When all this has been gathered we'll know a little more about what we're going to include". One thing's for sure though: there'll be improvements across the board in everything from visuals to gameplay to the intensity of the atmosphere. There's no news yet on a release date and we can't expect any for a little while but don't let the news of a sequel stop you from buying the first Turok game – everyone who's seen it reckons it's a winner.

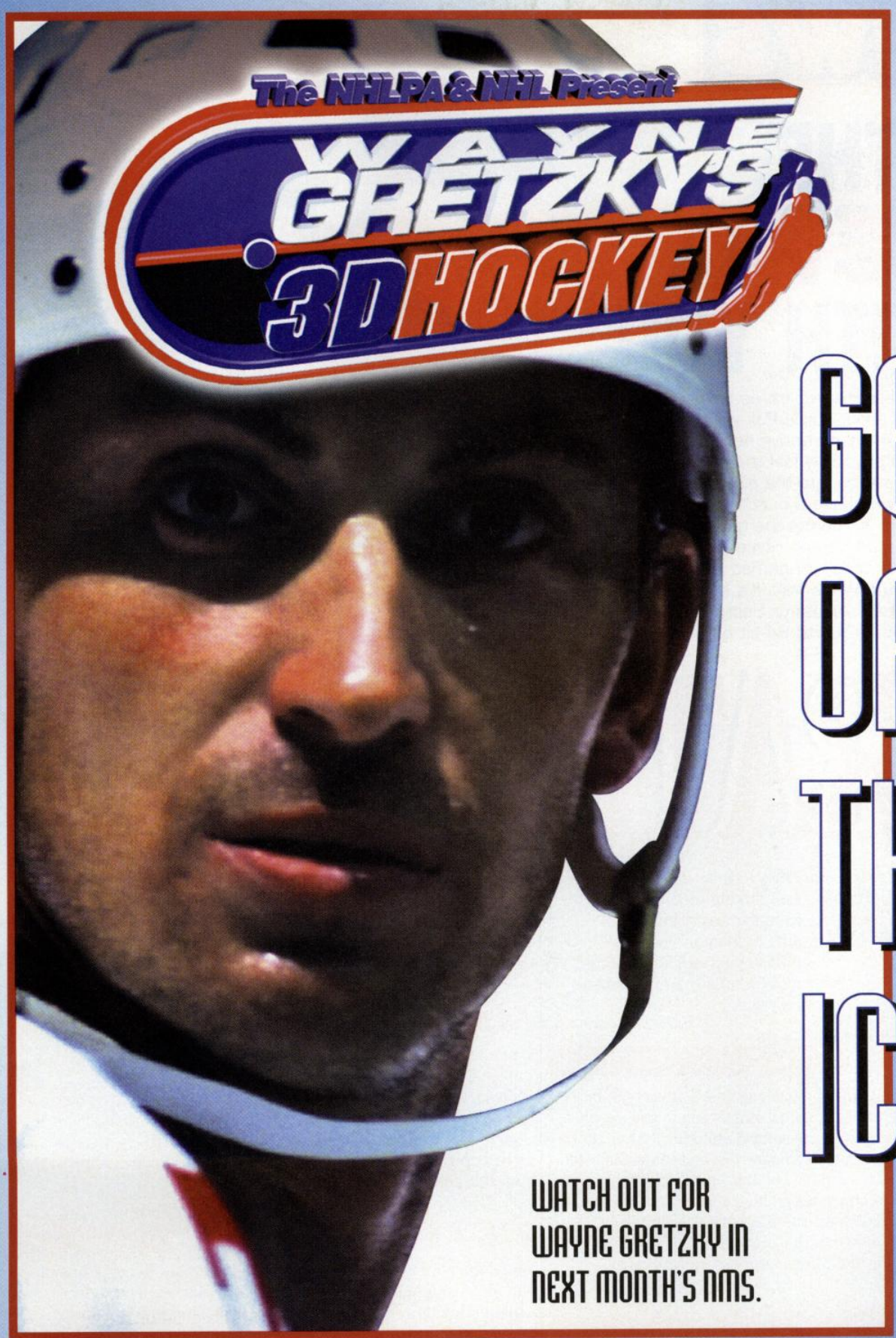
SHORT STORIES:

• **NINTENDO** have been quietly working away on ***Buggie Boogie***, a 'design your own vehicle then smash it up' game, due to be finished in the second quarter of this year. ***Starfox 64*** is due out in May, along with ***Goldeneye 007***. We're expecting the first information on ***Super Mario RPG 2***, and ***Super Mario 64 II*** later in the year, and towards the end of the year Yoshi reappears in ***Yoshi's Island 64***. ***Donkey Kong Country 64*** has also been confirmed, but no news of a release date yet.

• **GT INTERACTIVE** aim to be crowned the undisputed kings of first person shoot 'em ups this year, with ***Hexen 64*** due for release in May. ***Duke Nukem 3D*** is planned before Christmas and ***Quake 64*** is also on the horizon.

• **UBI-SOFT**'s first 64-bit game will be an action/adventure title called ***Ed***. The main character seems to be based on Ray Man, the platform character who appeared on the PC, PlayStation and Saturn.

• **HUDSONSOFT**'s ***Bomberman*** will be coming to the N64 this month in Japan. It's a cross between the old Bomberman and a completely new action/adventure game. There's also talk of them developing a SNES-style multi-tap for up to 10 players at once!



GET OFF THE ICE!

WATCH OUT FOR
WAYNE GRETZKY IN
NEXT MONTH'S NMS.

Mortal Kombat Trilogy 64
Cruisn' USA

Jurassic Park 2 - Film Feature
Pages and pages of N64 Playguides
Super Mario 64, PilotWings 64, Shadows of the Empire

NMS. The puck stops here.
May issue on sale April 25th.

Nintendo®
MAGAZINE SYSTEM

NEWS

MAY THE FORCE PAK BE WITH YOU

Good news for Australia this month as Nintendo announce that the much talked about Force Pak will be released over here! The Force Pak is an innovative new idea that allows owners of an N64 to physically feel the effects of certain games. The Pak is inserted into the slot at the back of the hand controller, and will cause a buzzing sensation on your hand if you get shot or hit during the game, or if the terrain gets too rough. Nintendo haven't revealed a retail price yet, but we do know that a couple of games (including Starfox 64) can already use the Force Pak. It's a great idea and will be available here around August or September this year, adding yet another dimension to 64-bit gaming.

PIRATES!

Software piracy has become a world-wide problem. But what's it all about? Underground fighters for freedom from commercial giants, or a less glamorous world of back street thieves?

Everybody loves a pirate... don't they? These dashing figures were the scourge of the seven seas, sinking merchant vessels, waving their wooden legs and generally terrorising the authorities. These days it's not quite as glamorous as the legends suggest. In the gaming industry pirates are costing firms like Nintendo, Sony, Sega and eventually you, the game buying public, millions of dollars a year.

Fight Back

Nintendo of America are fighting back against software piracy this month, by urging the US Trade Commission to take steps against countries who allow pirate software into the system. It involves serious money too, the company lost an estimated $800m last year as a direct result of game counterfeiting. In response, Nintendo and 50 other companies are to try and persuade the Commission to take immediate action against the pirates, by making recommendations from the USA's trade laws which look after non-physical assets like trademarks and copyrights.

World-Wide Watch

Nintendo have created their own 'Watch List' of countries who don't enforce copyright and trademark laws. This list includes all the countries who have failed to take any action against the pirates, with countries in the Far East responsible for most of the counterfeit games on the world market. Most of the pirate copies from Taiwan, Hong Kong and China end up in Paraguay, which are then distributed throughout South America. In Venezuela the government hasn't punished the criminals who unlawfully use company names and trademarks, which makes for easy pickings for the pirates. This is still going on despite a High Court ruling in 1995 on Nintendo's trademark. In this part of the world counterfeit games practically rule the open market, forcing out legitimate businesses with lower costs and by saturating the market with cheap copies of all the best games.

Nintendo Sues Chip Manufacturers

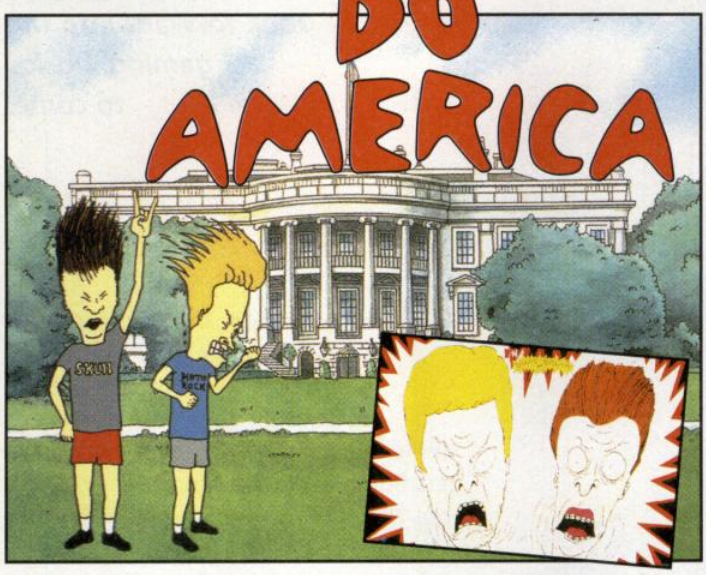
Nintendo of America are leading the fight back against illegal copies of games by suing a leading chip manufacturer in Taiwan. Apparently, Nintendo have found out that chips made by the company were appearing in counterfeit games and illegal 'cart copiers' (devices that allow Nintendo's game data to be copied on to compact disk) throughout Europe, South America and the Far East.

N64 Games on PC?

Since the N64's release, pirate N64 software has become one of the most sought after items on the black market. Due to the outstanding power of Nintendo's new machine, CD graphics have a rival that at least equals, and sometimes betters the CD-ROM format. Apparently an N64-emulator has been developed that allows a PC to act like a '64, giving access to games like Mario 64, Turok and the rest. Programs like these have always been used by game developers, who use CDs as a way of storing early game info for their SGI Workstations, but the pirates' versions of emulators are strictly illegal. There are problems too: the program could be racked with viruses, and there's no guarantee it'll work anyway. Apparently the 'CD versions' of Nintendo's new games seen so far come without any sound, which will make gameplay on titles like SM64 considerably less enjoyable.

Lights! Camera! Action!

BEAVIS AND BUTT-HEAD DO AMERICA



March 27th saw the release of Beavis and Butt-head's first big screen outing. Directed by Mike Judge (the man who created our heroes and provides all the voices), the duo's hilarious misadventures take them right across America.

Our metal-head misfits' journey begins when their TV's stolen. Looking for it everywhere, they turn up at a seedy motel and run into a dodgy character known as 'Muddy'. He tells them that he'll pay them $10,000 to fly to Las Vegas and 'do' his wife. After slightly misunderstanding the word 'do', the guys find themselves leaping on a jet plane and straight into mayhem! All the wisecracks and smut from the series are in the film in abundance and there's a cracking soundtrack too.

UIP have stumped up some film stuff for us again so answer the question below and get it off to us before Friday May 2nd.

We've got ten great prize packs to give away and each one contains: a long sleeved hooded sweatshirt, a baseball cap, a soundtrack CD, a movie poster and a double in-season movie pass. It also includes the new video from Beavis and Butt-head called 'Feel Our Pain' which is available at all good video outlets now! Heh-heh-heh!

Lights! Camera! Action! WIN

You can either enter one or both of these comps but make sure you get the entry to us at our new address (below) before Friday 2nd May 1997.

BEAVIS AND BUTT-HEAD DO AMERICA

Who provides the voices for Beavis & Butthead?

_____

DANTE'S PEAK

Which British spy does Pierce Brosnan usually play?

_____

NAME: _____ AGE: ____

ADDRESS: _____

TOWN/CITY: _____ STATE: _____

POSTCODE: _____ PHONE: _____

Send to: Film Comps #49, NMS, PO Box 734, Crow's Nest, NSW 2065.

DANTE'S PEAK

It's explosive, red-hot action all the way in Dante's Peak which hit cinemas across Australia on March 27th. Pierce Brosnan (better known as Bond, James Bond) and Linda Hamilton (Sarah Connor from the Terminator films) star in the latest disaster movie. You've seen Earthquake, Towering Inferno and Twister, but this time it's a volcano that's wreaking havoc and causing a sweat.

Brosnan is a volcanologist investigating recent seismic rumblings and when it becomes clear that the towering mountain of Dante's Peak is about to blow, it's a race against time to save the town.

UIP have let us have some great Dante's Peak goodies to give away and all you've got to do is answer the really tricky question on the form opposite.

The first name pulled out of the lava will score themselves a major prize bundle of a Dante's Peak Survival Kit. This truly excellent prize contains everything you'd need to survive away from civilisation and it's worth nearly $400! All packaged up in a lightweight, heavy duty Jansport Backpack you'll find: a Victorinox Swiss army knife, an aluminium survival blanket, a compass, a set of lightweight cooking pans, a torch, a lighter and a thermos. The next ten names drawn will win a prize pack containing a baseball cap, a CD Rom, a movie poster and a double in-season movie pass.

Future Shock

FUTURE SHOCK

Toying with Tomorrow

Alan Beard takes a look forward into the gaming worlds to come.

It's happened. The day you've been dreaming about for months. You tear off the shrink wrap, fight your way into the cardboard box, the polystyrene gets flung across the room and finally your N64 is ready to play. You're blown away by PilotWings, stunned by Mario and addicted to Wave Race. The machine is everything you've heard, amazing graphics, smooth and fast gameplay; without doubt the best console system available now or in the foreseeable future. But you can bet that somewhere in the bowels of Tokyo or Seattle, someone will be working on something even better.

You can also bet that Sony and Sega will be working hard to get back into the game as well. It's in the nature of the consumer electronics industry that there is always something better around the corner. The TV first took off in the 40s, colour TV didn't emerge until the 60s. Twenty years passed when we were all happy to watch stuff in black and white (well, our parents were). The next developments (Trinitron Tubes, Nicam Stereo, satellite, cable, widescreen, surround sound, HDTV, and soon digital broadcasting) have all appeared in the last ten. The pace of change is now such that whatever you buy will replaced by a better model within months.

POWER

When I started working on games magazines I was working on a 16Mhz 4Mb RAM 40Mb drive Mac and writing about 8-bit consoles. Five years later I'm working on a 120Mhz 40Mb Ram 1000Mb drive Power Mac (and my machine is about the slowest in the office) and writing about a 64 bit console. My Mac now is 122 times faster than the one I started on. If you're asking yourself why I'm going on about computing power then consider what is at the heart of your N64. Advances in

hardware and software design for business use are responsible for many of the breakthroughs in the console market. This year will probably see the first 500Mhz CPUs, look again at your new N64; its CPU runs at 93.75Mhz. Imagine an N64 five times faster and you'll have a glimpse of what you could be playing with in a few years time.

ACCESS

The other major influence in gaming development will be communications. The Internet has already developed from a text-based science network into a full colour, stereo, animated cyber-world with infinite possibilities. At the moment the Net is limited only by your phone line. No phone system in the world was designed to cope with the huge amounts of data now being demanded by every Net user. America, in particular, is finding some areas of the phone network grinding to a halt under the weight of traffic.

Imagine an N64 5 times faster

This will have to change. Faster digital phone lines are already being used by business users to access the Net, and with the spread of other services like cable TV a whole new infrastructure will begin to appear in the next few years. Cable modems are coming on to the market soon and will be offering Net access at similar speeds to local hard disk access.

As communications speeds improve the other major development in computing in the next few years will be the replacement of the PC with the NC. The Network Computer will be a cut-down PC with little or no local storage, designed solely for accessing the Net. Sony have already announced their WebTV which allows you to surf the Web on your TV (surprisingly enough), browsing from the comfort of your favourite armchair using a remote control. Again, those of you without a net connection might be wondering what all this has to do with gaming. Most of you sit at home and play your SNES or N64 on your own or with a couple of mates. PC or Mac owners with games like Doom, Descent and WarCraft can already play across the net with players thousands of miles away. The WW2 flight sim Warbirds even lets players fly against up to three hundred other players. This moves gaming into a whole new realm. No longer will you be able to go back to a Doom level and know where all the enemies are. Games will no longer have levels, they'll have environments you can access. In a war sim, once you've chosen your scenario, you could be one of a squadron of attacking fighters, a tank commander on the ground or an infantryman, all in the same battle. Over the Net you'll be playing other gamers and not the computer and this is bound to have a major effect on gameplay.

REALITY

A couple of years ago the first thing I'd have mentioned in an article about the future of computer games would have been VR. However, despite all the hype Virtual Reality hasn't really taken off. OK, if you're talking arcades then there are quite a few systems out there and some pretty hot games but nothing is going to make a huge impact on gaming if it isn't in the home. Some home VR systems have been released but you couldn't call them big sellers. They still have the disadvantages of making you wear gloves, helmets and the like, and the fact is that no matter what the manufactures claim, I for one couldn't play any VR system for long. Although it remains impractical for the present, developments in VR will make it more accessible in the future.

& you'll have a glimpse of what you could be playing with in a few years.

DIMENSION

One technology that will change the face of VR is Virtual Retinal Display. Currently being developed in Seattle, the system will have the ability to paint images directly on to the retina with a single beam of light. Another technology that could help VR break out of the arcade is LCD TV. Already you can get computer monitors which are LCD (Liquid Crystal Display – like your Game Boy but in colour) and the size is going up and the price down. The natural progression will be a wall mounted TV with a screen maybe 6 feet by 4. Imagine playing Wave Race on that! There are also several 3D TV systems in development, some of which use LCD technology and most of which get rid of those stupid coloured glasses. The inventions have been made, all it's going to take is for one of the big electronics firms to adopt one of the systems. They all offer the possibility of 3D TV broadcasts but also of truly 3D console games; Mario 3D?

If you add up all the technologies I've been talking about (faster computers, internet gaming, VR and 3D TV) you can see where computer games may be in, say, ten years time.

FUTURE

Picture the scene: you come home from school, walk into the TV room and sit down. You say "Computer, access Mechwarrior 23 games site" (didn't I mention voice activation software...?). The computer says "15 games now in progress, please select" The screen covering most of the wall comes to life and shows a rugged moonscape. Floating eerily in the mid distance is a list of the games in progress showing the amount of players in each, etc.

"Is Rudi Brücher playing?"

"That user is logged on to game 10, do you wish to join him?"

"Yes."

"Please select a character." The list of games is replaced by various deadly killing machines all tastefully labelled. "Really Nasty Attack Helicopter, Start Game, Highlight user Brücher," you say. Instantly you find yourself hovering over the moonscape. You press forwards on the joystick and the craters leap up at you. A horribly beweaponed robot is in the distance, looking slightly conspicuous with a flashing yellow arrow above it. You keep low, ridges and craters leap out of the screen at you. With another voice command you arm your missiles. A sight appears on the screen, you get Rudi locked on and prepare to fire. His system warns him and a missile launches towards you. You fire but your screen is filled with the oncoming missile. You duck involuntarily but the screen turns dazzling white and the surround sound system throbs with a deep bass explosion. You've just been blown away by someone playing on the other side of the world...

This whole scene may seem far fetched but all the necessary technology already exists and just has to be developed a little further. For now you'll just have to be happy with the plain old N64 with mere 64-bit graphics, only the fastest console on the market, only stereo sound and only up to four players. What a shame! FS

who's rockin' the ring?

With the new season starting on April 11th and heaps of great new basketball games due out over the coming months, we spoke to the NBL to get the lowdown.

In the space of just **18 years**, Australia's National Basketball League has come a long way. From tiny tin sheds and a couple of hundred die hard fans to one of Australia's leading sporting competitions and one of the best basketball leagues in the world. Now, over **one million fanatical followers** each year flock to witness the full-on action of Australia's fastest growing game.

Playing Favourites

Last year, Perth, Melbourne, South East Melbourne and Sydney entered the season as favourites to take out the **Mitsubishi Challenge** but that's not the way it finished up. The season was only a few weeks old when Brisbane emerged as a title threat. Then it was Adelaide's turn and finally Canberra staked their claim for the championship. While the **Melbourne Tigers** ended the regular season well clear at the top of the ladder, the real work was just beginning.

Tigers Face the Magic

The battle went right down to the wire as the teams surged and slowed and pushed and shoved their way up and down the table, finally battling it out in some of the most tightly fought finals in NBL history. When the dust finally settled, **Brian Goorjian** and his **South East Melbourne Magic** crew were the only ones standing and they claimed the crown after a titanic struggle with cross town enemies, the Andrew Gaze-led Melbourne Tigers.

Playmakers of '96

Reputations were forged and broken in '96 with Andrew Gaze winning a record fifth MVP crown and North Melbourne's **Darryl McDonald** grabbing a third straight assists title. But perhaps the biggest story of the season was the Magic's **Mike Kelly**.

Kelly, a tough hard-working guard arrived in April with little fanfare as the club's bargain basement import. Come November, the scalp of Andrew Gaze was hanging proudly on his belt and the **Grand Final MVP** crown sitting on his head after this unheralded blue collar worker lead the Magic to a memorable victory.

Also making news in '96 were a crop of **young guns** who stamped their mark on the League and sent out a clear warning to the older brigade to stay alert. Simon Dwight (Canberra), Chris Anstey (SE Melbourne), Ben Pepper, Ben Melmeth and Scott McGregor (Newcastle) and David Stiff (Hobart) all shone during '96 and will only get better as they mature.

Full-On to the Future

The 1997 Mitsubishi Challenge is shaping up to be an even bigger year for the NBL. Three of the lower clubs (Hobart, Geelong and Gold Coast) are out of the League and the **11 remaining teams** now find themselves in a stronger, smaller competition that's tougher than ever before. There are no easy games and with the move to **30 matches** a year (up from 26 last year), the clubs and players will have nowhere

It's a kind of magic! The SE Melbourne Magic crew celebrate their '96 victory.

©SPORT. The library. Pic by David Callow/NBL Photos.

ockin' e ring?

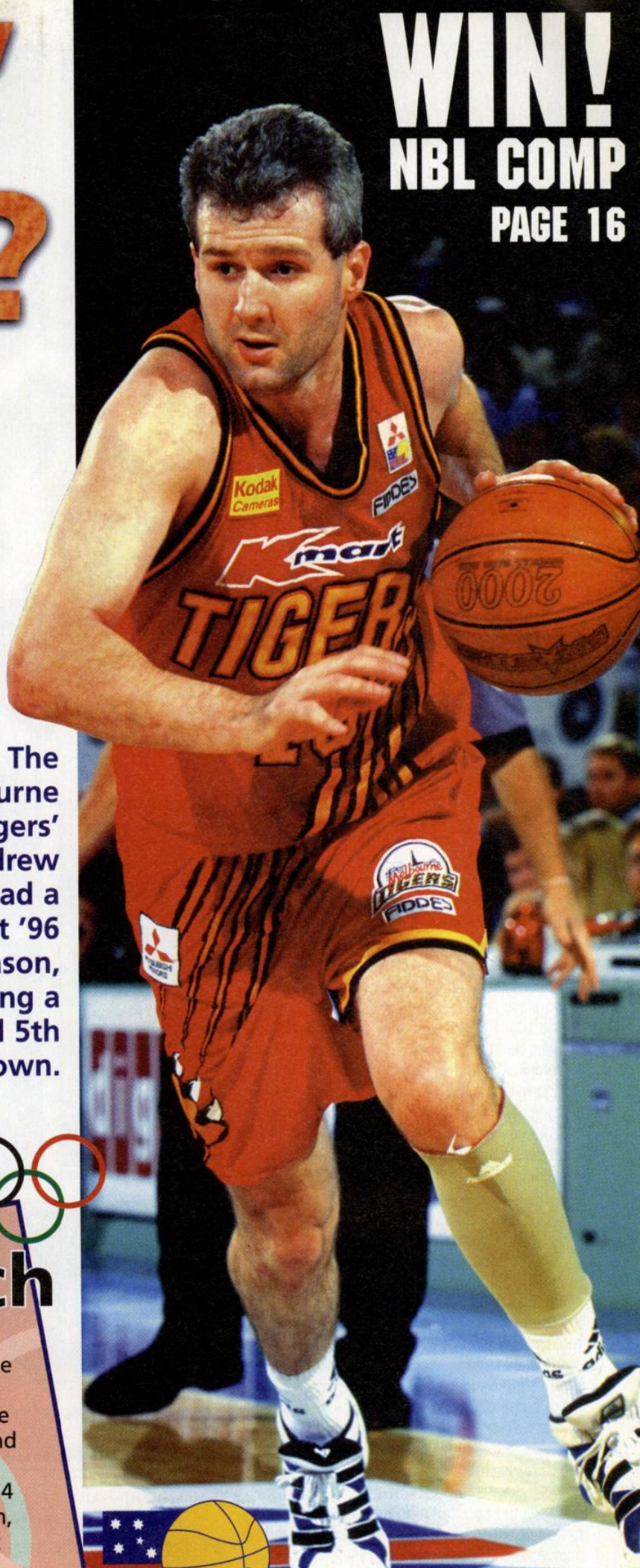
to hide. Teams will have to play hard every night and that guarantees that the fans will be seeing the **best Australian basketball** ever this year.

Every club is stronger for the 1997 season too. 1995 champions, North Melbourne have solved one of their big weaknesses with the recruitment of Hobart's athletic big man, David Stiff. But can they get it done from downtown? Magic have lost point guard Billy McCaffrey, but what effect will this have while Perth have at last got a seven-foot shot-blocker in David Van Dyke who should bolster their stocks? The list goes on. Can Aaron Trahair fill Shane Heal's shoes in Sydney? Will Mark Bradtke return from the NBA to help Melbourne avenge their loss?

These are the questions hanging over every team and every fan as the League heads into its 19th year. Only time will give us the answers.

The Melbourne Tigers' Andrew Gaze had a great '96 season, snaring a record 5th MVP crown.

WIN!
NBL COMP
PAGE 16



carrying the torch

While all the excitement was hotting up at home, the National sides were putting on some of their best ever performances at the Centennial Olympic Games over in Atlanta. The mens' team (the **Boomers**) did us all proud and equalled their position at the Seoul Olympics, narrowly losing the bronze medal playoff 80-74 to Lithuania. The **Opals** did one better though, with the women bringing back Australia's first ever basketball medals when they beat the Ukraine 66-56 to snare the bronze.

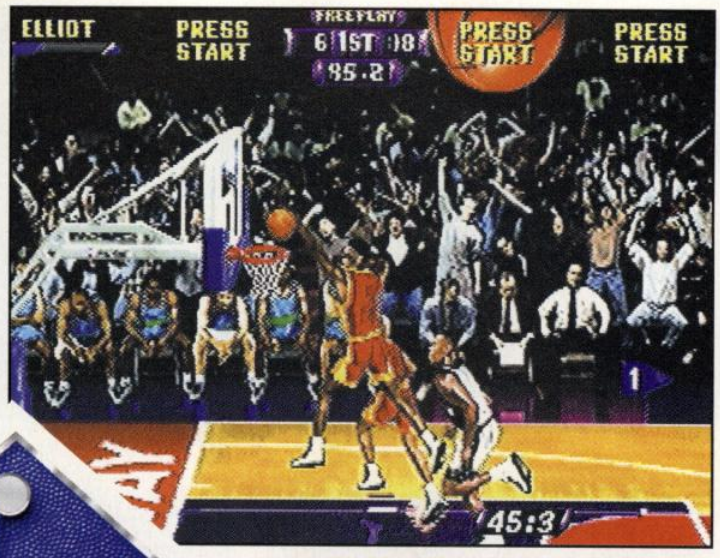
©SPORT. The library. Pic b
Darrin Braybrook/NBL Photo

PREVIEW NINTENDO 64

NBA HANG TIME

GAME DATA

- **BY:** Midway
- **RELEASE:** June 2nd
- **GAME TYPE:** Sports sim
- **PLAYERS:** 1-2



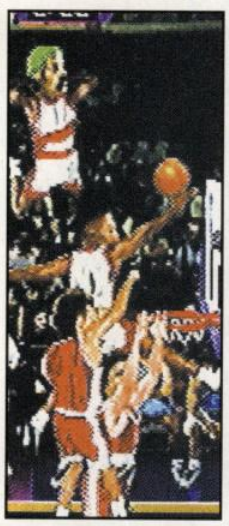
OFFICIAL NBA LICENSED PRODUCT

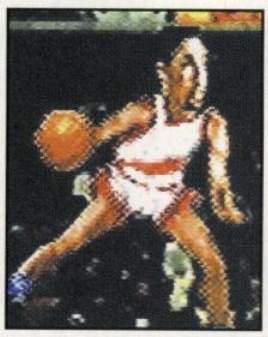
NBA HANG TIME

Time to step out on court for some real-time slam dunks as Nintendo and Midway bring us the first piece of basketball action for the N64. NBA Hang Time takes all the classic gameplay elements that made NBA Jam on the SNES so popular and mixes it with the very latest in motion capture technology.

HE'S ON FIRE!

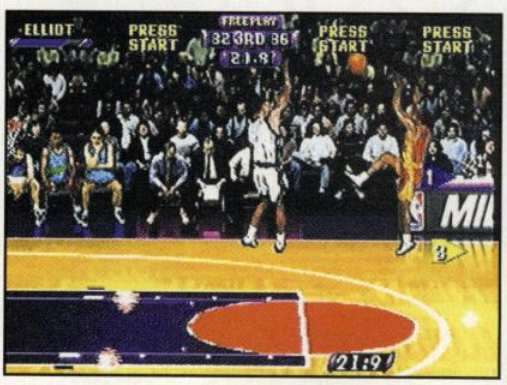
Since producing the first NBA Jam, Midway seem to have discovered the perfect balance between a realistic sports simulation and addictive arcade style gameplay. The two-on-two basketball matches in the NBA games have proved extremely popular over the years, and the addition of incredible slam dunks, special team plays and heaps of codes have only added to the appeal. And, even though the N64 is making headlines for its 3D abilities, the developers at Midway have adopted the 'if it ain't broke, don't fix it' policy', and kept the 2D playing style. This might sound pretty stingy, but the spare processing power has been used to enhance the graphics and animation, as well as adding brand new elements to the game.

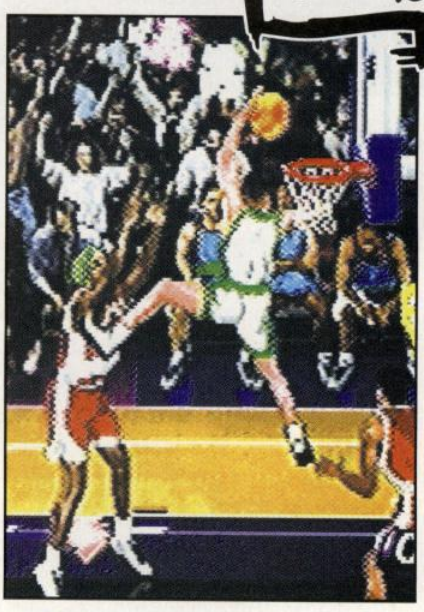




HEATING UP

All the basic basketball moves have been included in the game, as well as plenty of others that'd leave Luc Longley standing in amazement! Players can activate spectacular moves like the 360° whip, alley-oops and somersault dunks. You'll find these are all pretty simple to execute, but there are plenty more tough ones just waiting to be discovered. All the NBA teams and most of the players are available, except for top star Michael Jordan of the Chicago Bulls. But who needs Jordan when you can create your very own world-beating player at the touch of a button? You have the option of playing as either a human or an animal, and you can also create your own team strip, edit the players' stats and add strange physical attributes totally exclusive to that player. Basketball was never so entertaining!





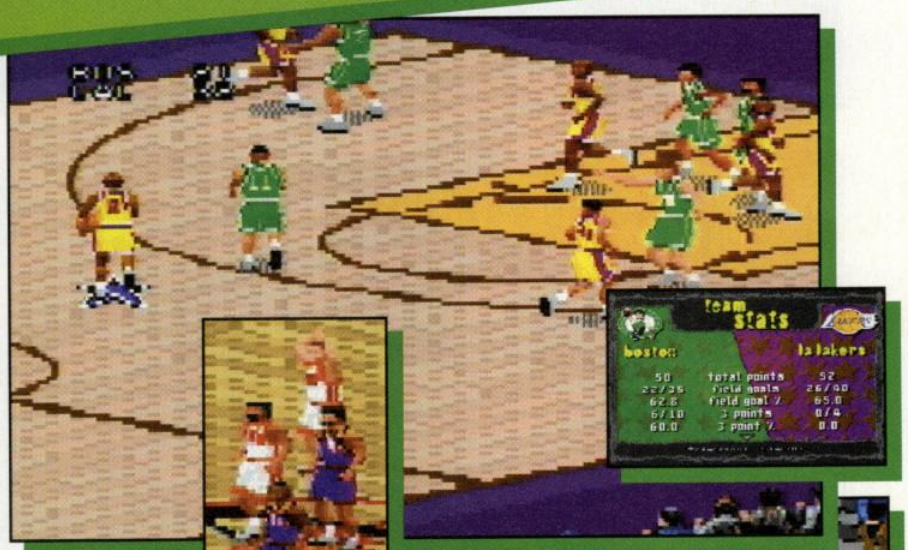
If you're into sports sims, this cart looks like an essential purchase. With cool graphics, excellent playability and a good sense of humour running throughout, we reckon Hang Time is gonna' be huge! Watch this space for a full review soon.

NBA LIVE 97

Ever since the very first basketball games were produced, gamers all over the world have been introduced to the rough and tumble of the NBA league. Games like NBA Jam are great for incredible slam dunks and crazy characters, but if you fancy that extra touch of realism there's only one team that really produces the goods. Step forward NBA Live '97, the latest court offering from EA Sports.

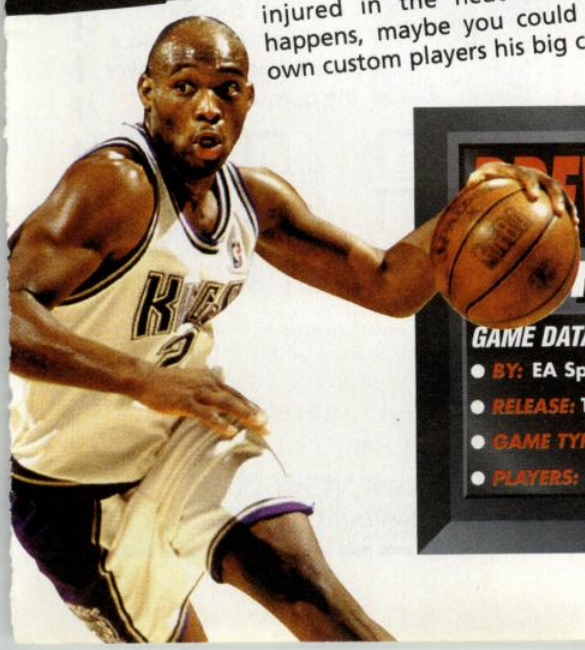
EVEN MORE MODES

All the players in NBA Live '97 have been updated from last year, and you can also look at last year's stats too. Exhibition, Play-Off and Season Modes can all be accessed, and there's also a new trivia quiz to test your knowledge of the sport. A question comes up on screen at the end of the first quarter and the answer is revealed at half time. As usual there's a bucket full of gameplay options so you can tailor each match to suit you. If you want to brush up on your team plays without the pressure of a big game, the new Practice Mode is perfect. Here players can choose between a 2-on-2, or 3-on-3 practice session on half the court to perfect those special plays before the big match.



OPTIMUM OPTIONS

Like most EA games, there's the option to play as either an arcade game or a sports simulation. In Arcade rules, the players are unaffected by injuries and will play at full pace for the duration of the game, and you can also commit as many fouls as you like! The Simulation rules are designed for total realism, where fouls are always called, players will tire as the game drags on and there's a chance they could get injured in the heat of battle. But if this happens, maybe you could give one of your own custom players his big chance?



PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

NBA LIVE '97

GAME DATA

- **BY:** EA Sports
- **RELEASE:** TBA
- **GAME TYPE:** Sports sim
- **PLAYERS:** 1-2

It looks like Electronic Arts are on to another winner with NBA Live '97. All the elements that made these games so popular have been included, along with a few other extras thrown in for good measure. Look out as we'll be putting this new contender through its paces in a later issue.

who's rockin' the ring?

Can Adelaide's new coach, David Claxton, get the 36-ers over the hurdle that's brought them down for the last three years? Can the young Newcastle squad get it together night in and night out and will former Melbourne star, David Simmons, provide the leadership needed? Has Townsville improved enough to make a charge, will time finally catch up with the ageing Bullets and can Illawarra clean out the dead wood with one cut, yet still remain competitive?

You might not know the answers to any of these questions and you might not even know what any of this means, but what you will know is that you just HAVE to have some great NBL merchandise to sport while you're watching this season's action. The team at NBL have given us a whole heap of great clothing to give away that any self respecting fan of the hoops won't want to be seen without. Check out the rest of our NBL feature then answer the three questions on the form below.

QUESTIONS

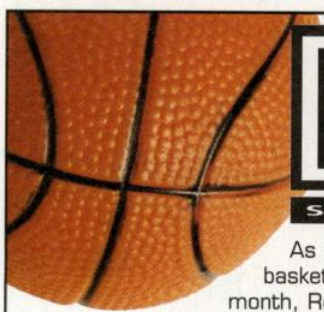
1. ***Who won the Mitsubishi Challenge in 1996?***
   a. Melbourne Tigers
   b. South East Melbourne Magic
   c. Canberra Cannons
2. ***How many matches will be played in the 1997 season?***
   a. 20
   b. 26
   c. 30
3. ***Who won the 1996 Grand Final MVP title?***
   a. Andrew Gaze
   b. Mike Kelly
   c. Darryl McDonald

PRIZES

The **FIRST PRIZE WINNER** will score an exclusive NBL Jacket. They're navy blue on the outside and denim on the inside and only about a hundred of these jackets were ever made. You'll never see them in the shops but they're worth nearly $200!

6 SECOND PRIZE WINNERS will win an NBL T-Shirt and Cap. The Caps are blue and the Tees are gray and they've both got the NBL 'I like to move it, move it!' slogan on them.

50 RUNNERS-UP will get a sticker and poster pack.



REBEL SPORT

As part of our huge basketball feature this month, Rebel Sports have also come to the party and given us half a dozen **BASKETBALLS**. So if you fancy yourself as the next Andrew Gaze or Mark Bradtke then you'll need one of these! Check out the NBL article again then answer these three questions on the form below.

QUESTIONS:

1. ***What date sees the start of this year's basketball season?***
   a. April 1st, b. April 11th, c. April 21st.
2. ***How many teams will be in the National League this year?***
   a. 15, b. 11, c. 20.
3. ***How many matches were played in the 1996 season?***
   a. 20, b. 26, c. 30.

Warner Bros. SPACE JAM

You may have caught Space Jam at the movies over the last few months but now we've got 12 great watches to give away. Just answer the questions below on the form.

'Who Framed Roger Rabbit?' set the trend, now 'Space Jam' picks up the gauntlet and takes it up court with some of the best live-action/animation mix you've ever seen. Put together Michael Jordan (the world's best basketball star) and the Warner Bros. Looney Tunes characters (including Bugs Bunny) and you've got a sure-fire recipe for success. Throw in a handful of NBA stars (like Charles Barkley, Patrick Ewing and Muggsey Bogues), a sprinkling of famous movie names (Bill Murray, Ivan Reitman) and the voice of Danny DeVito. Mix thoroughly and serve on a bed of hysterical Looney Tunes action.

QUESTIONS:

1. ***Which famous actor's voice is heard in Space Jam?***
   a. Danny DeVito, b. Charles Bronson, c. Patrick Ewing.
2. ***Which top hoopster shares the starring role with Bugs Bunny?***
   a. Ivan Reitman, b. Andrew Gaze, c. Michael Jordan.
3. ***Which other actor has a part in Space Jam?***
   a. Mark Bradtke, b. Bill Murray, c. Jesse Spencer.

SPACE JAM, characters, names and all related indicia are trademarks of Warner Bros. © 1996.

COMPETITIONS

Read our article on the NBL on pages 12 & 13 then answer the three questions above.

1.	a) ☐	b) ☐	c) ☐
2.	a) ☐	b) ☐	c) ☐
3.	a) ☐	b) ☐	c) ☐

Read our article on the NBL on pages 12 & 13 then answer the three questions above.

1.	a) ☐	b) ☐	c) ☐
2.	a) ☐	b) ☐	c) ☐
3.	a) ☐	b) ☐	c) ☐

Check out the above details about the Space Jam movie then answer the questions.

1.	a) ☐	b) ☐	c) ☐
2.	a) ☐	b) ☐	c) ☐
3.	a) ☐	b) ☐	c) ☐

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Send to:
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ROBOTECH crystal dreams

IN last month's mag we featured Gametek's new N64 offering in the news. Robotech: Crystal Dreams is an impressive looking shoot 'em up which looks like it'll utilise the full power of Nintendo's 64-bit machine. We spoke to Gametek and they agreed to let us have a sneak preview of this brand new game.

FROM DREAMS TO REALITY

The basic idea for Robotech came from a hugely popular anime series created in Japan, which runs like a soap opera. The complicated plots and superb artwork made Robotech a runaway success in both Japan and America, and the screenshots that we've seen suggest the N64 game will be just as well received.

SHAPE SHIFTERS

In the game you'll take control of an awesome Veritech space fighter, an amazing craft that can change into three different machines. It's your duty to protect the universe from the threat of various enemies, some of which are taken from the animation and some are brand new. As you can see from these screenshots, Gametek have done a fantastic job with the graphics, making each space craft look suitably huge and awe-inspiring. To add even more realism to the proceedings, everything you see on screen is the product of 3D models instead of just detailed sprites, so every craft can be approached from any direction. This allows for a level of interactivity previously unseen in games like this.

THE BRAINY BUNCH

Robotech has been specially designed so that every time you play there'll be a slight difference in every phase. This is due to Gametek's Multi Branching Chrono Synch Algorithm (MBCSA), which basically means that the story will change depending on how well you perform in the earlier missions. So, if you stuff up on one of the first stages, it could have cataclysmic effects for the entire universe! Oh, the responsibility of it all...

Robotech has turned the basic idea of a shoot 'em up on its head and, judging by the stunning visuals, it could well be one of the most exciting games of 1997. We'll be giving Robotech the review treatment in a later issue, so don't miss it!

PREVIEW NINTENDO 64

ROBOTECH: Crystal Dreams

GAME DATA

- **BY:** Gametek
- **RELEASE:** June
- **GAME TYPE:** Shoot 'em up
- **PLAYERS:** 1

Lou takes time out to put the new N64 Star Wars title through its paces.

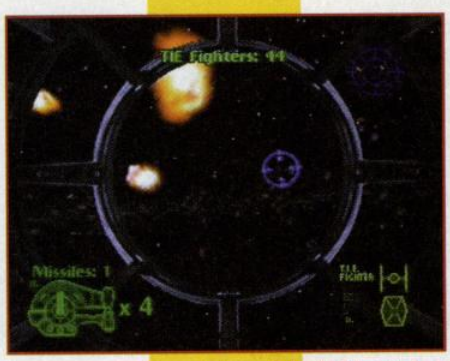
STAR WARS® SHADOWS OF THE EMPIRE™

IF Shadows of the Empire were the only game ever to be released for the N64 I'd still buy a machine. Other games have shown what the '64 can do but only Shadows has really proved to me just what great potential the system has for excellent gameplay. I've long been an addict of the Star Wars games on the PC but no matter how good the games were, they all suffered from the same problem: disk lag. I'd be flying happliy along in my X-Wing, take a sharp turn and everything would slow to a crawl while my CD drive struggled to keep up. As soon as you enter the first level of Shadows on the N64 though, you'll notice immediately how deliciously smooth it is. Do whatever you like, this one will never slow down. LucasArts have excelled themselves this time; Star Wars games have always been known for their variety of gameplay, and Shadows has more variety than a cantina on Tatooine.

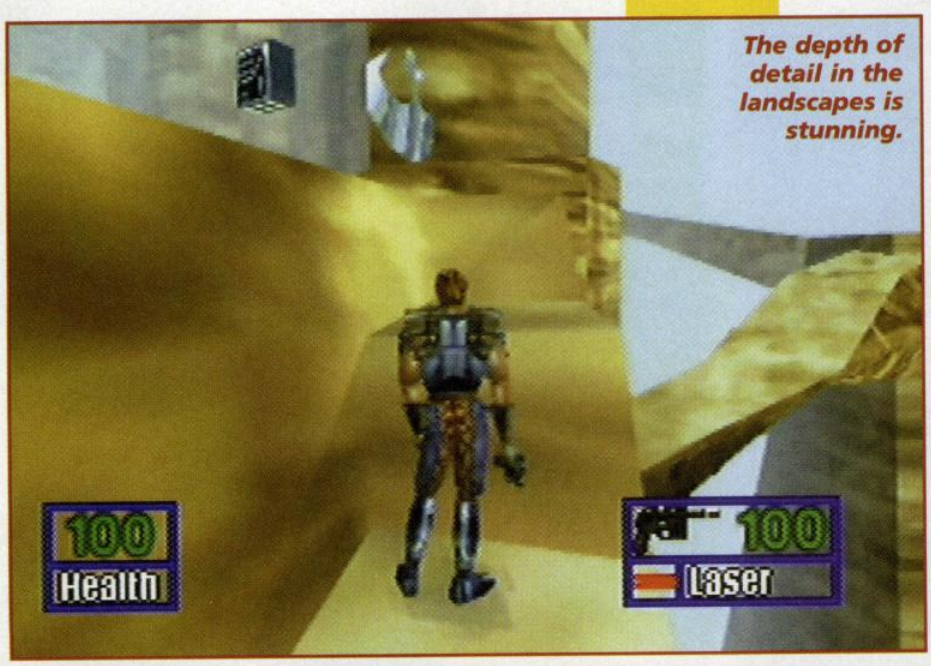
In the first level you re-enact the opening scenes of The Empire Strikes Back as you attempt to stop the Imperial Walkers.

Dash Rendar Strikes Back

The first level has you piloting a snowspeeder against the Imperial Walkers just like in The Empire Strikes Back movie. The playing environment is truly 3D and you're not shepherded down one narrow route. You can fly anywhere around the rebel base and attack the AT-ATs in any order you want, from any direction. The different camera angles are as varied as we've come to expect from the N64. In the first level, the in-cockpit view is best for targeting while the 'behind-and-above' view is ideal for wrapping the tow cable around the AT-AT's legs. There are some really nice detailed touches and no matter how close you get to a sprite it doesn't pixelate the way it would on a PC. Movement is very responsive, instantaneous in fact, and the gameplay's impressive too. The levels get progressively harder as you work your way through the game but the first level eases you in quite gently and whets your appetite for what's to come.



Asteroids N64 Style!

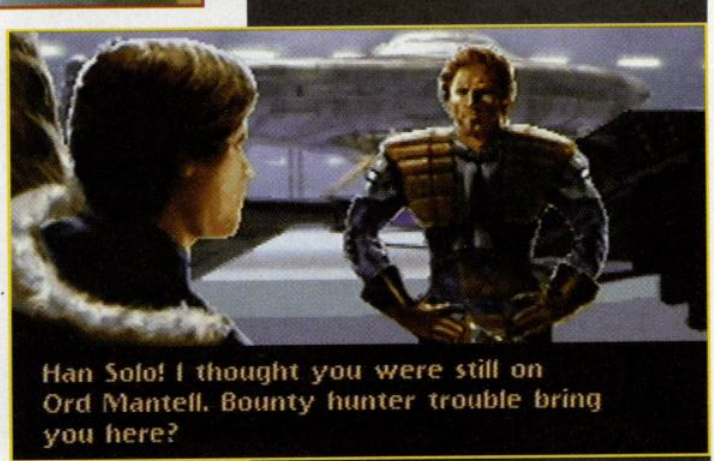


The depth of detail in the landscapes is stunning.

Beat the Black Sun

Shadows of the Empire takes the Star Wars story to the seamy underside of the Empire where the Black Sun crime syndicate rules. Dash Rendar may sound more like an indigestion cure than a space hero but it's up to you to guide the lovable rogue through the game. Dash (apparently a long time mate of Han Solo) is trying to foil an attempt on Luke Skywalker's life, rescue Han from the clutches of Bobba Fett and defeat Prince Xizor, head of the Black Sun crime syndicate. The action takes you to Hoth, Tatooine, Endor, various ships and space stations and some other very unsavoury places you wouldn't want to venture without a blaster in your hand. Throughout the game you'll be guided by the generally helpful but occasionally sarcastic comments from your droid Leebo, your right hand artificial intelligence. Leebo usually stays and looks after your ship the Outrider, a Correllian freighter of a similar design to the Millennium Falcon. Each level adds another piece to the puzzle on your way to the usual final confrontation finale.

There are loads of switches to find, but you might have to kill some guards to activate them!



Scenes between levels explain the plot and add to the atmosphere.

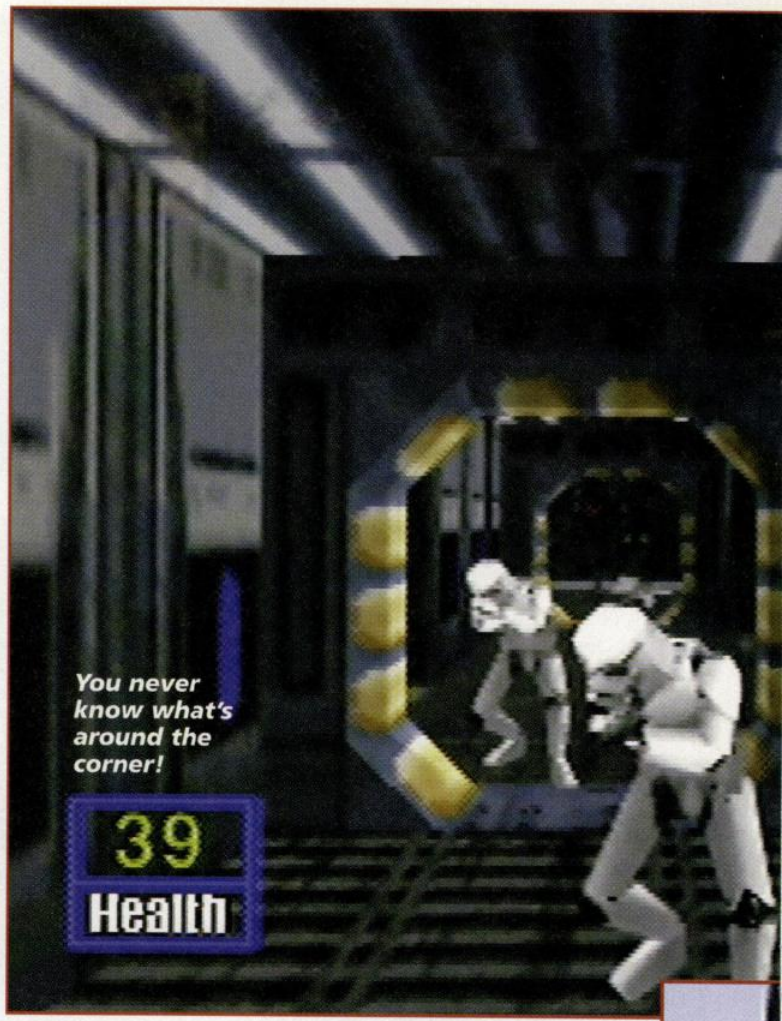
Each level has Challenge Points to collect.

Ever fancied swimming in a sewer?

There are the usual end of level bosses to face.

Return of the Doomed

Although there's a variety of gameplay styles, the most common is the first-person, Doom type level. The first one of these you'll come across takes you through the ice caverns of Hoth. Again, plenty of views add to the gameplay, the overhead view being more useful than you'd think, especially when shuffling along ledges. Scattered around are the usual health and weapon pick-ups you'd expect but you'll also need to find the Challenge Points. Collect enough of them and they'll add up to bonus lives. You have to fight a variety of droids, storm-troopers and mercenaries and some of the end of level bosses really take some beating. In each of these levels there's a good balance of things to find and stuff to blast away at, while the later levels force you to do some pretty death defying stunts to gather all the pick ups!



You never know what's around the corner!

REVIEW NINTENDO 64

SHADOWS of the EMPIRE

INFO

- **GAME DIFFICULTY:** Easy to very hard
- **FIRST DAY SCORE:** Gall Spaceport
- **ALTERNATIVES:** Doom 64/Mission: Impossible/Goldeneye

CREDITS

- **BY:** LucasArts/Nintendo
- **DEVELOPED BY:** LucasArts
- **PREVIOUS LUCASARTS TITLES:** Star Wars series
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** April 1st
- **GAME TYPE:** Action Adventure

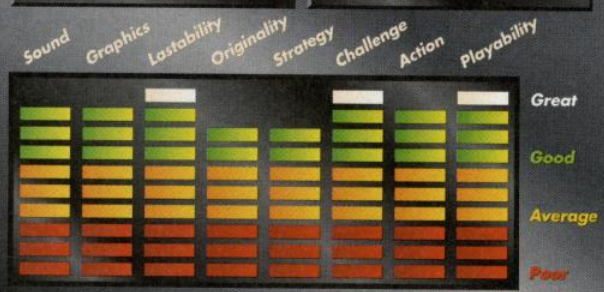
CONTROLS

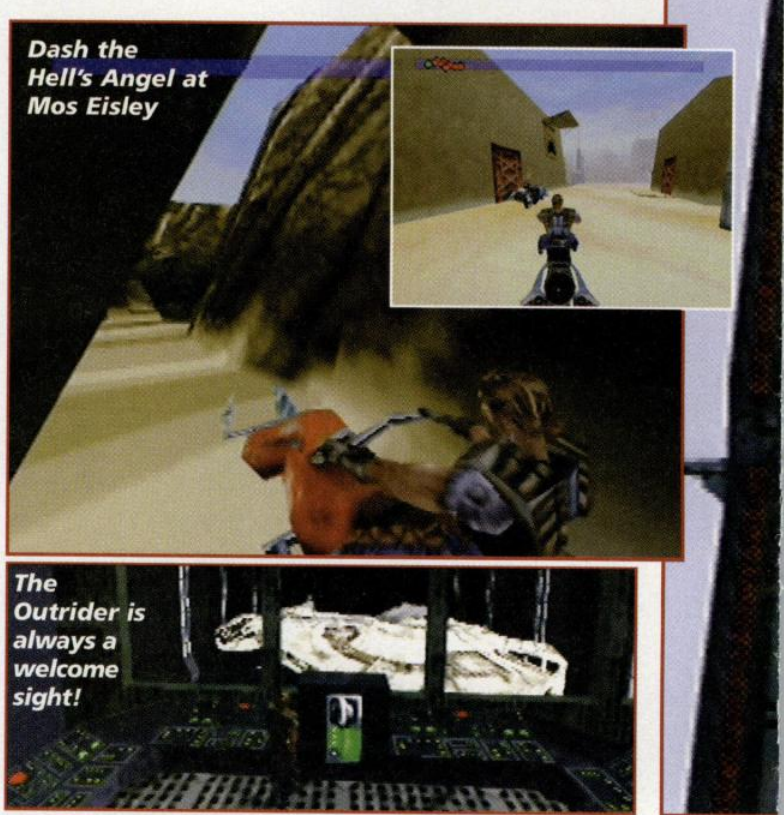
- **RESPONSIVENESS:** Excellent

S	Start/Pause
A	Various
B	Fire
C	Various
L/R	Camera angles
Z	Various

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Sound/ Difficulty/Display





Dash the Hell's Angel at Mos Eisley

The Outrider is always a welcome sight!

The camera angles and viewpoints can come in handy...

You Have the Force!

Lightly roasted Stormtrooper!

The special weapons are pretty awesome, especially the flame-thrower, but need to be used sparingly. A good touch is the standard laser pistol. It never runs out of whatever it is that it actually runs on but it does take a while to get back to full charge so you can't just blast away to your heart's content. The backgrounds for each level are finely crafted and you'll quite often find yourself just hanging about looking at the view. Some of the levels will have you crawling through sewers or blasting through an Imperial ship for hours while you explore all the rooms and corridors. All this means that Shadows will give you hours of varied gameplay.

Platform addicts can get their kicks tackling the many obstacles.

Shadow Wars

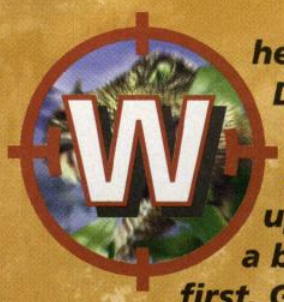
Other levels have you manning the gun turrets of your ship, riding a swoop bike, bobbing around with Bobba Fett's jet pack and fighting an all action battle to destroy a space station. Shadows of the Empire will be a big seller for the N64, it really shows what the system can do and with the varying difficulty grades making quite a difference to the levels it's a game you could play for months. There are even some extras to play at the end if you collect all the challenge points.

You even get to use Bobba Fett's jet pack!

COMMENT – Steve

Shadows of the Empire is an excellent all-round action-adventure with heaps of variety. The only level I didn't like was the Ord Mantell Junkyard where the action was a cross between Doom and a platform game. Not being either very keen on or very good at platforms I was glad when I eventually got past IG-88, (a Terminator like boss) at the end. That's practically the only criticism I can come up with! One of the most satisfying bits of the game was killing the stormtroopers. If you hit them once, they pause before recovering. Hit them again and they'll pause again and throw their hands in the air, hit them a third time and they'll go down. This means after the first shot you can get close and finish them off slowly, excellent fun! Shadows will definitely find space in my collection.

...use the 'in your head' view for extra atmosphere.



When we heard that Turok: Dinosaur Hunter was to be another first-person shoot 'em up, some of us were a bit doubtful at first. Games like this (Doom, Quake and Duke Nukem) have become a little common after all. But Acclaim and Iguana have produced something pretty spectacular here, and if you're still not convinced of the power of Nintendo's new machine, wait until you play this!

REVIEW NINTENDO 64

TUROK: Dinosaur Hunter

INFO

- **GAME DIFFICULTY:** Hard
- **FIRST DAY SCORE:** Found four keys on 2nd level
- **ALTERNATIVES:** Doom 64, Shadows of the Empire

CREDITS

- **BY:** Acclaim
- **DEVELOPED BY:** Iguana Entertainment
- **PREVIOUS IGUANA TITLES:** NBA Jam, Big Hurt Baseball
- **DISTRIBUTED BY:** Roadshow Interactive
- **RELEASE:** Out now
- **GAME TYPE:** Action/Adv

CONTROLS

- **RESPONSIVENESS:** Fantastic!

S — Start/Pause

A — Toggle weapon

B — Toggle weapon

C — Walk/Run/Swim/Climb

L/R — L: Activate map, R: Jump

Z — Fire

FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Five
- **OPTIONS:** Blood color, Control configuration

It's a jungle out there

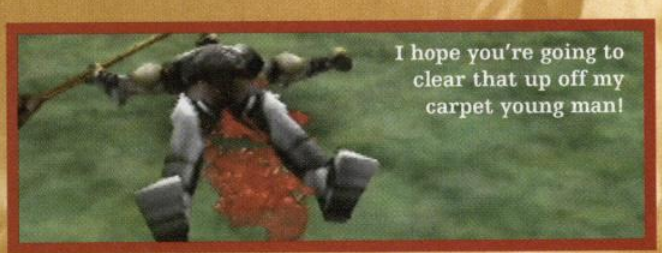
The thing that immediately grabs you when you first get your hands on the game is the detailed atmosphere of the environment. You'll hear birds and insects chirping in the background and leaves rustle as you wade through the undergrowth. As you explore the levels tribal drums hammer out a rhythm, accompanying your quest while you search for keys and rid the place of all things nasty. More sinister are the snarls of larger, crueler beasts; often you can hear them but they stay just of of sight until the mists draw back and reveal what you most feared.

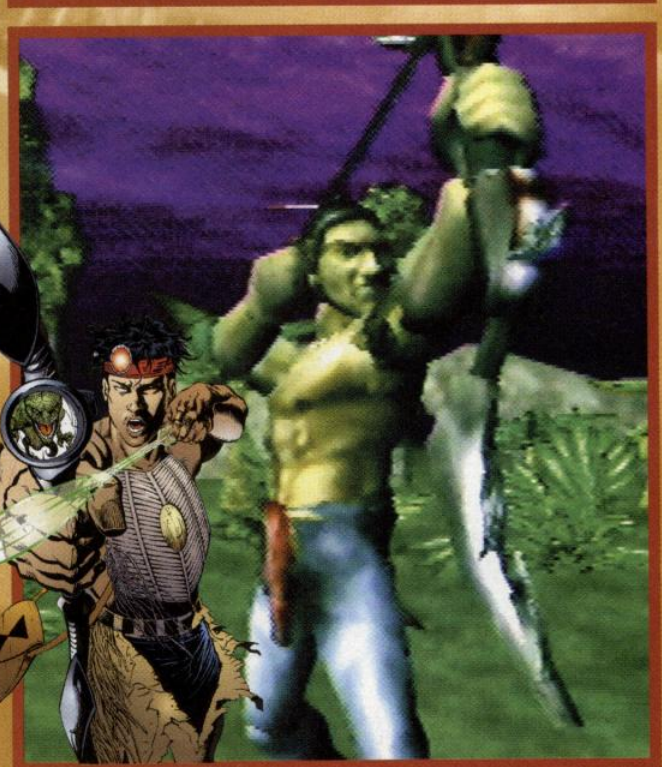
TUROK

DINOSAUR HUNTER

It's a control thing

What separates Turok from the other first person games are the skills and mobility the native American has. As Turok you can walk, run and creep up to narrow ledges, swim underwater and climb up sheer cliffs in pursuit of the enemy or the next key. Peer round corners before committing yourself, or check out the landscape above and below. Don't worry if you get lost either, as you can access a map at any time which will show the way, and which will even point out where villains are lurking.





Search and destroy

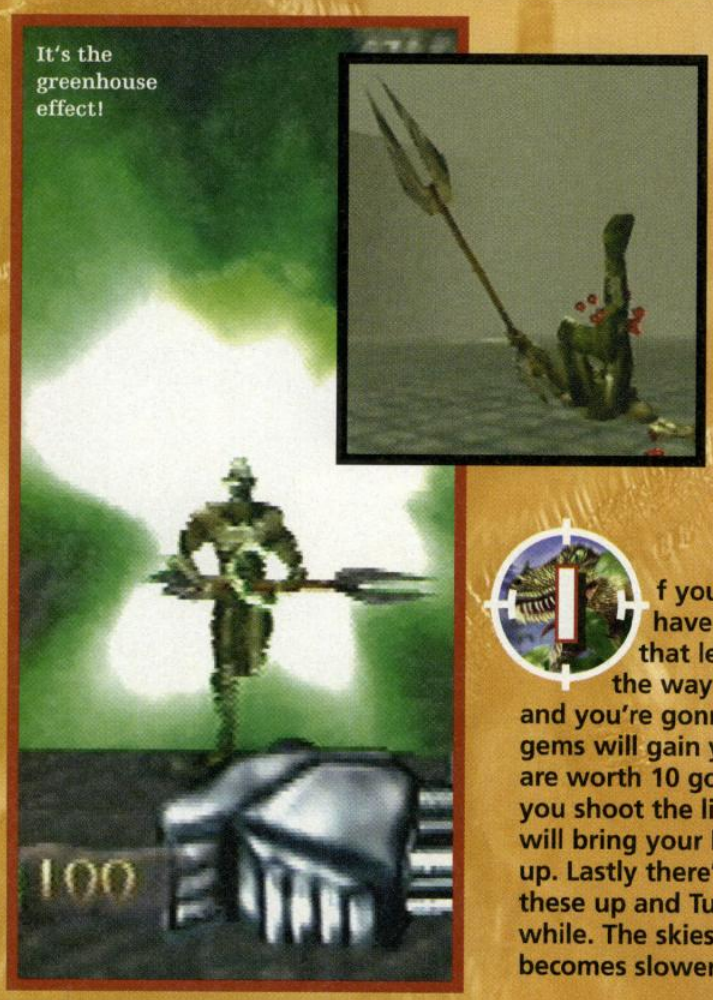
The main aim of the game is to find a device called the Chronoscepter and you do this by finding all the magic keys which open up each level. You'll have to cover heaps of ground to find all the keys but each time you do a new level will open up. Not surprisingly, there are hundreds of bad guys dotted around as well as the awesome dinosaurs. At the start you've only got the knife and bow and arrows for protection, but other, more powerful weapons can be found as you progress.

No mercy!

Apart from the reptilian enemies there are plenty of dangers from other villains to deal with. These start with the soldiers, who carry a wide variety of weapons ranging from knives and axes to grenades and plasma guns. In some areas you'll find magicians lurking who'll fire flaming skulls at you, and natives armed with blow pipes. At the end of some levels there are also some devastating monsters to face, which makes it all the more satisfying when they're blasted into a bloodied heap!

This is war!

As the old saying goes 'there's more than one way to skin a dinosaur', and in this frightmare you'll have the chance to practice a few of them. Low technology weaponry means close, hand to hand combat to start with. Your trusty knife is a must if you want to conserve ammo and it's the only weapon you can use underwater. At close quarters you'll become very aware of the effects of your actions, as squirming, bloodied bodies litter the scene. Other weapons become more effective as you pick up better ammo and you'll soon move to exploding arrows, shotgun blasts, the machine gun and those awesome grenades and rockets to take out the larger, meatier foes.



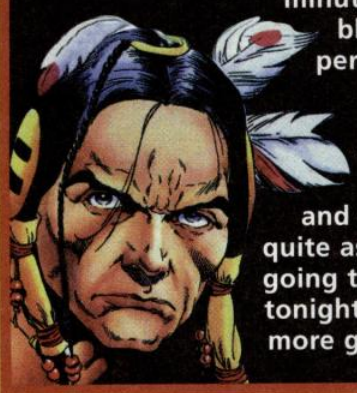
Try a little protection

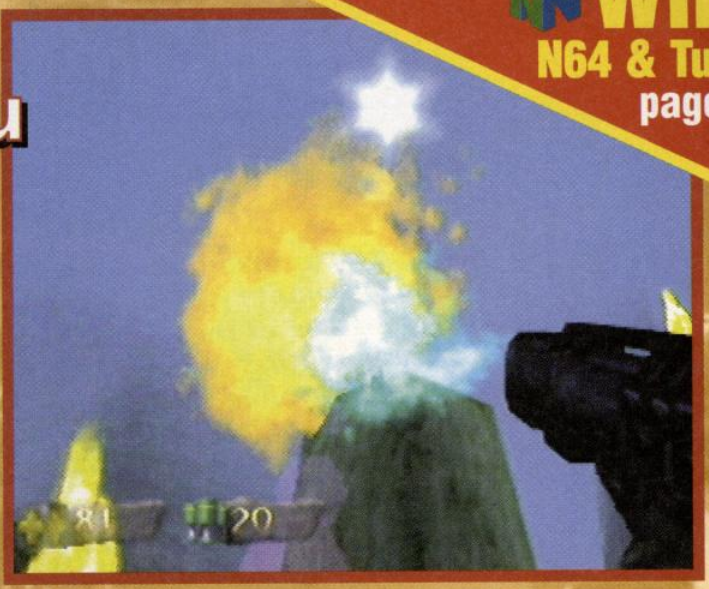
If you want to complete the game, you'll have to search for all the missing keys that lead you to the Chronoscepter. Along the way there are loads of pick ups to find, and you're gonna need plenty of them. 100 gold gems will gain you an extra life, while the pink gems are worth 10 gold ones. Health crosses appear when you shoot the life out of something, and a gold cross will bring your health up to 100% when you pick it up. Lastly there's the invincible shield. Pick one of these up and Turok becomes unstoppable for a short while. The skies also change colour and each villain becomes slower. Devastating!

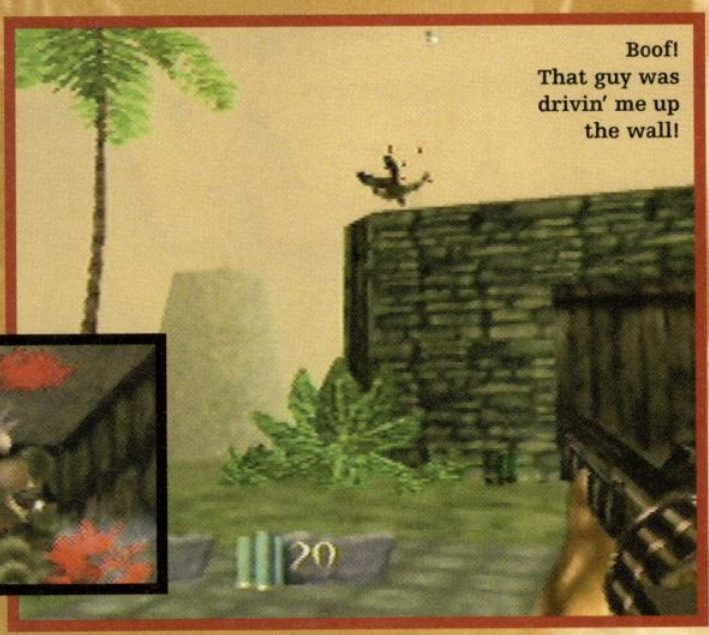
WIN!
N64 & Turok
page 37

Comment Lou

This is just phenomenal! When you play Turok it makes you realise just how far gaming technology has come in the past 15 years, with a game atmosphere that just about beats anything else around. When you first pick up the controls the game seems really awkward, but complete the Tutorial level and you'll be ready to take on all-comers! I haven't been playing it long, but even after the first few minutes you can see it just blows every other first person game out of the water. It's not just the superior visuals that make Turok great, but the speed and smooth movement is quite astonishing. I was going to wash my hair tonight but I'll just have one more go...







Boof! That guy was drivin' me up the wall!

Comment Will

This has got to be Acclaim's finest hour! Turok: Dinosaur Hunter is a stunning game that takes the first person shooting game and drags it kicking and screaming into the 21st Century. Every level's huge and will take all your controller skills and quick-thinking to complete. The way each enemy dies is excellent too, if a little nasty. Shoot them once and they writhe and scream in agony before facing extinction. The dinosaurs look horribly real too with huge snapping jaws and realistic movements. The way they run at you is a bit too like being faced with the real thing (so Steve informs me). I rate this as the best N64 game to date, combining a mature attitude and atmosphere with the best visuals seen on any system. If you're not totally convinced of the N64's power, just play this!

SUPER MARIO 64

Welcome back to our mammoth Mario 64 playguide. This month we're featuring two courses instead of the usual one, as you should be already getting some hands-on experience with the plucky plumber. Last month we showed you the secrets of Big Boo's Haunted House, but this time we'll drop into the basement to look at course 6 (The Hazy Mazy Cave) and course 7 (Lethal Lava Land). In these courses you'll notice that the difficulty level's been turned up a notch and your controller skills will need to be spot on to negotiate some of the areas.

IN THE HAZY MAZY CAVE, MARIO MUST EXPLORE THE MAZE OF CAVES AND TUNNELS UNDERNEATH THE CASTLE. TO FIND ALL THE STARS YOU NEED TO FIND YOUR WAY AROUND USE GREEN CAPS TO PROTECT YOU FROM THE BAD GUYS AND SEEK OUT A FRIENDLY SEA MONSTER.

HAZY MAZY CAVE

CREATURE FROM THE DEEP

1 HAZY MAZY CAVE

At the start you need to grab a green cap (1) and take the left corridor (2). You'll have to use Mario's long jump to leap over the bottomless pit to get to the door. Once you're through the door, follow the course round to the right and you'll spot huge boulders rolling down a slope (3). Run up this slope (avoiding the boulders as they crash down from the ceiling) and at the top there's an arrow pointing to the right. Follow it round until you come to a steel door. Go through here and jump on the platform in the middle of the room (4), and if you need it, grab the extra life in the yellow box. The platform will take you down to a huge underground lake (5) occupied by a sea monster. Swim up to the monster and jump on his back then steer him simply by facing the direction you want to go. In the middle of the lake there's an island with the first star floating in the middle. Face the island and jump on the monster's head (6), then jump to the island and snatch the star.

R 64 IO

2 HAZY MAZY CAVE

JUMPIN' JACK

To get the second star on this course you'll need to follow the exact same route as you did for star one until you reach the arrow at the top of the boulder slope (1). Just before you reach the steel door, quickly perform a flip jump followed by a wall kick to reach a hidden ledge (2) where you'll find another star (3).

3 HAZY MAZY CAVE

MAIN HALL MAYHEM

At the start, go straight on to the end of the corridor and through the door into the main hall (1). From here you'll see red coins floating in the sky and a number of brown boxes that need to be opened. Go up the steps in the left corner and use the lifts, poles (2) and movable platforms (3) to break open all the boxes (4) and grab those red coins. Once you've collected eight of them, your star will appear on the floor.

4 HAZY MAZY CAVE

PIT OF DESPAIR

Enter the main room where you found all the red coins and take the first exit on the left. Follow the route and you'll come to a small room with a pit in the middle (1). Slide down into the pit and you'll come to a maze covered in a thick fog of poisonous gas (2). The green caps are invaluable here as they stop your health meter from going down. Follow the maze round to the left and you'll see a couple of doors raised up on a ledge. Go through here and jump on the yellow platform (3) which will take you up a level. Pass through the next door and you'll find yourself in the boulder pit. Do a double jump directly above, but keep hold of the A Button to hang on to the railings (4). Now, keep holding A as you swing across the pit and then drop down on to the floating island to get the star (5).

THINGS ARE LOOKING UP!

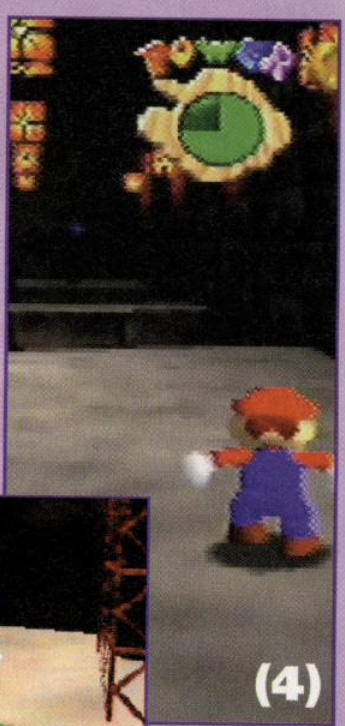
5 HAZY MAZY CAVE

You have to enter the poisonous pit yet again to get the next star. Go past the double doors raised on the ledge and follow the maze round until you come across a flying shy-guy (1). At this point, use the C Buttons to look up (2) and you'll see another ledge which was hidden from view. Again, use the back flip to reach this ledge and go through the door. Now just jump on the platform (3) to be taken directly to the star (4).

PURPLE POWER!

6 HAZY MAZY CAVE

To get the final star, head back down to the underground lake and grab the first green cap (1) which is next to the platform. Run down the path towards the lake and Mario's extra weight will keep him firmly rooted to the bottom (2). You'll soon find a purple switch in the water; just jump on it to unlock the red doors (3) next to the switch. Once you're through the doors, you'll see the star at the end of the corridor (4) but you'll have to perform two long jumps over each pit to reach it.



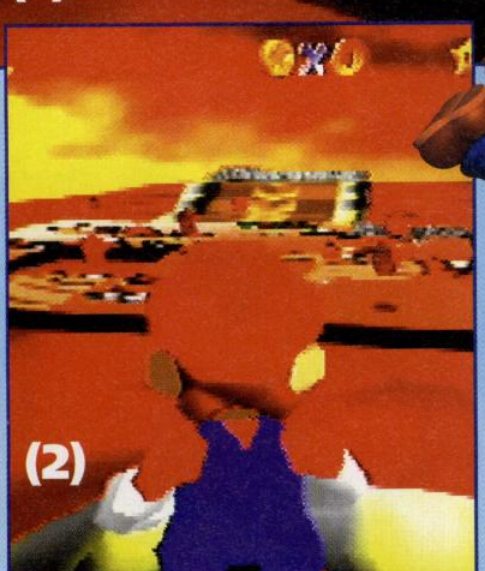
THE ACTION REALLY HOTS UP IN LETHAL LAVA LAND AS MARIO MUST MAKE HIS WAY OVER NUMEROUS LAVA PITS AND AVOID THE HIDEOUS MONSTERS THAT DWELL IN THIS FIERY FURNACE. DON'T BURN YOUR NEW OVERALLS, MARIO!

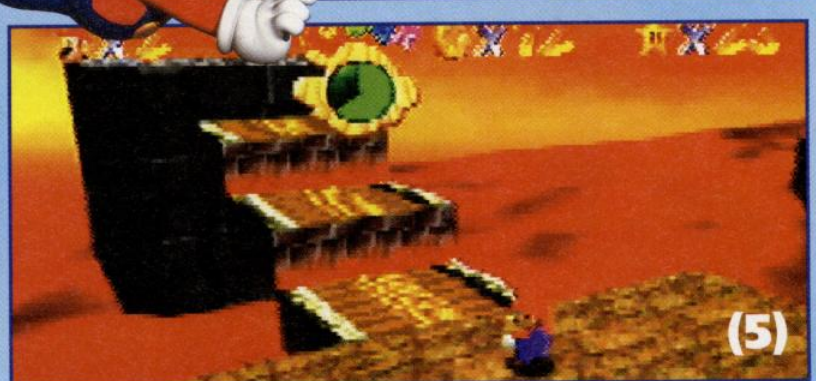
LETHAL LAVA LAND

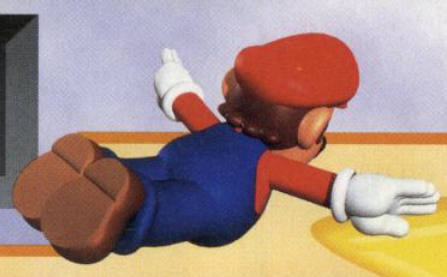
1 LETHAL LAVA LAND

BIG BULLY!

From the very start, make your way round to the right, cross over the steel bridge **(1)** and negotiate the shifting Bowser jigsaw **(2)**. Follow the course round in a circle and you'll get to a large island with a Bully in the middle of it **(3)**. Although Bully doesn't have any real attacks of his own, his trick is to charge forward and try to knock you off the island into the lava below. Good timing is essential to get the better of him, so try to lead him to the very edge of the island **(4)**. When he charges forward, quickly move to the side and as he spins round hit B twice to unleash two punches that will knock him into the lava. The star will appear on a raised platform with a staircase leading to it **(5)**. The only problem is, the stairs will collapse as soon as Mario steps on them, so move to the edge of the island and perform a double jump. On the second jump you'll just reach the edge of the platform without landing in any hot stuff.







2 LETHAL LAVA LAND

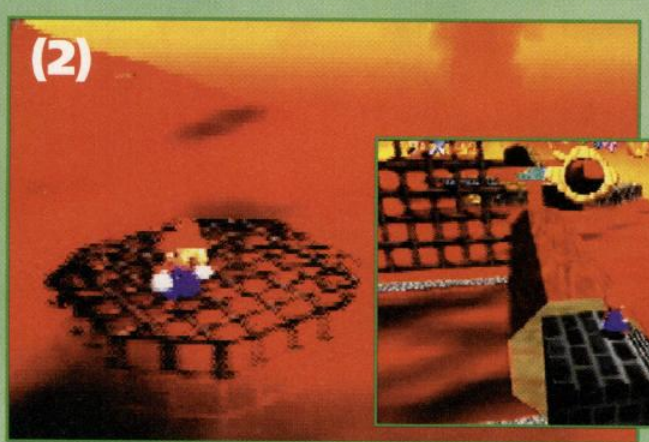
SMALL BULLY!

Go to the island where you fought Big Bully and you'll find three smaller ones in his place (1) which you can defeat in the same way (their smaller size makes them easier to push around). Once all three of them have been knocked into the lava, another Big Bully will fall from the sky (2). Beat him the same way again and a star will fly out of the lava (3).

3 LETHAL LAVA LAND

LONG AND WINDING ROAD

Another tricky one to find, this star is located on the far right side of the playing area. Jump across the three small islands (1), then jump off the winding path and on to an island occupied by two small Bullys. On the right side of this island there's a moving platform (2). Leap on here and it will take you to the other side of the course, and straight in front of you there's a huge log (3). Jump on the log, face the way you came and run like hell. This will make the log roll to the left, giving you access to the path leading to the star (4).



4 LETHAL LAVA LAND

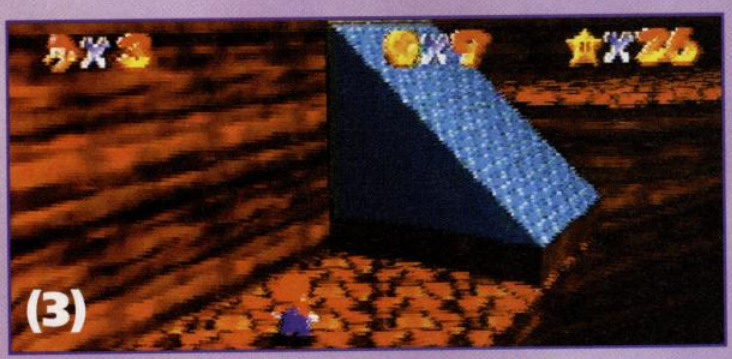
PICTURE THE SCENE

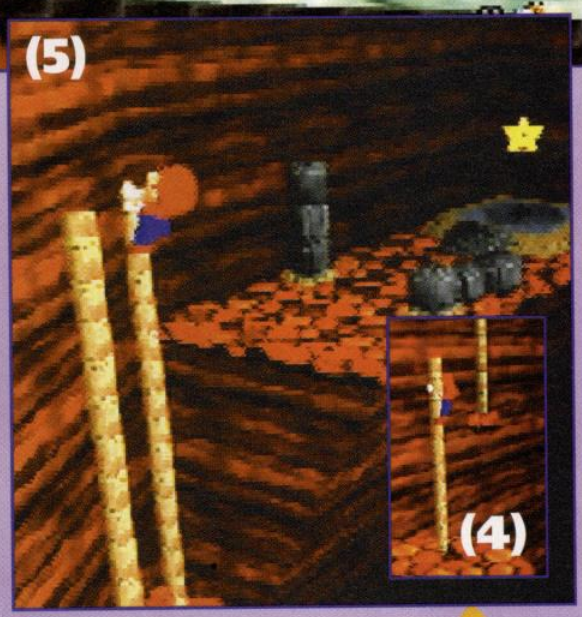
All eight red coins in this course are found on the picture of Bowser (1). Each piece of the picture slides back and forth, uncovering the lethal lava (2). You'll have to be quick with the controller, as each piece moves at random so you never know when the ground will disappear from under your feet! However, once you've got all eight coins, the star will appear in the top right corner on the stone square (3).

5 LETHAL LAVA LAND

VICIOUS VOLCANO!

In the middle of the course there's an active volcano spitting out lava and you'll need to get on the revolving platform (1) that surrounds it and jump inside. This is the second part of the course and is certainly one of the toughest stages in the whole game. At the start, go right and leap from rock to rock (2), carefully avoiding the lava, fire blasts and a particularly nasty collapsing wall (3) that appears from nowhere. Next you'll have to jump from pole to pole (4) (which can be very tricky at first) and at the final pole, climb to the very top (5). Press Up on the control stick and Mario will do a handstand, then jump to get the star.





6 LETHAL LAVA LAND

FROM POLE TO POLE

Jump into the volcano again (1) and from the first platform go left instead of right. You'll have to jump on moving platforms (2) to work your way up the level, then jump from poles to floating islands (3) and get across narrow ledges to get the star. Good use of the control stick and camera buttons will be vital to your success.

Watch out for next month's guide when we'll be exploring the Shifting Sand Land and Dire Dire Docks levels.

THAT SWEET SMELL OF SUCCESS...

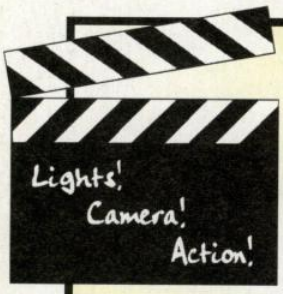
Back in our February issue, we ran five massive competitions giving you the chance to win anything from a Boogie Board to a video.

If you want to know who won the anime comps you'll have to check out Enzo's scrawlings on page 54 but the rest of the lucky winners are here.

The first of our comps was courtesy of Mattel who gave us five great Skull Boogie Boards complete with 5 pairs of swimfins.
We asked you 3 questions and the answers were:
1. Tom Morey,
2. Hawaii,
3. 10.

WINNERS
BOOGIE BOARD/SWIMFINS

Benn Joiner, Frankston, Vic
Zen-lee Ho, Northcote, Vic
Vanessa Welchman, Salisbury, SA
Adam Loes, Wagga Wagga, NSW
Tim Walsh, Peakhurst, Sydney



The next two comps were more film related goodies courtesy of Roadshow Interactive and Toy Options.

STAR WARS

First up, we had some excellent Star Wars toys. We asked you what the three Star Wars films were called and I'm sure we don't need to tell you the answers to that one! The first prize winner will get himself an all-singing, all-dancing Millennium Falcon along with two ace playsets of the Death Star and Ice Planet Hoth. The 10 runners-up will each get a Micro Machines Action Fleet Vehicle.

FIRST PRIZE
Michael Dichiera, Morley, Perth

RUNNERS-UP
Lee Duke, Toowoomba, Qld
Martin Green, Clontarf, NSW
Aaron McCarlie, Southport, Qld
Lloyd Prescott, Avalon, NSW
Owen Johnston, Jesmond, NSW
Laurens Visser, Drovin, Vic
Andrew Millard, Heathpool, SA
Eamon Turner, Shoalhaven Heads, NSW
L. Jankowski, Lavington, NSW
Darren Macneall, Maddington, Perth

The second film compo was to score five copies of DragonHeart on the Game Boy and we asked you two dead easy questions.

The answers were:
1. Sean Connery,
2. Role Playing Game.

WINNERS
Michael Ward, Yackandandah, Vic
Daniel Jones, Bungendore, NSW
Matthew Richards, Como, NSW
Aaron Heath, Caboolture, Qld
Carey Ciuro, Lower Plenty, Vic

DRAGONHEART

send to:
Make it Snappy! Comp,
NMS,
PO Box 734,
Crow's Nest,
NSW 2065.

If you get a move on, you can score yourself a copy of **Turok: Dinosaur Hunter** complete with a brand spanking new **Nintendo 64** to play it on! Roadshow Interactive have let us have this excellent prize but to stand a chance of winning it you'll need to answer the five questions below. Turn back to page 22 and read our review of Turok carefully. Then come back and tick the right answers. Fill in the rest of your name and address details, then stick the form in an envelope and post it to reach us at our new address before 2nd May '97.

Better make it snappy!

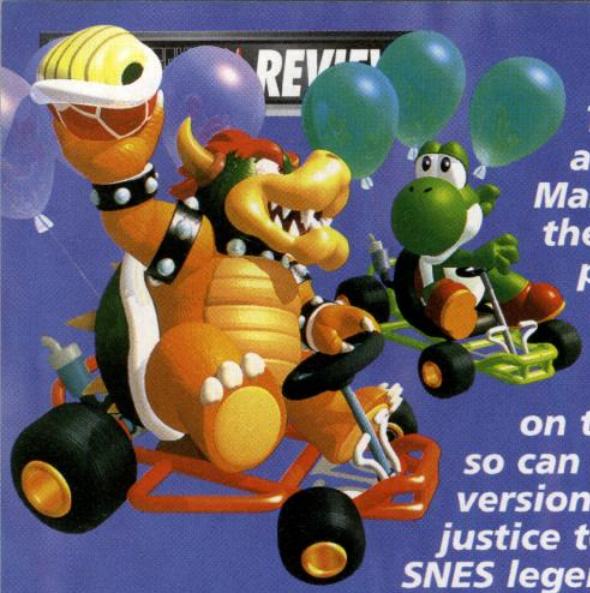
W in a Nintendo 64 and a copy of Turok: Dinosaur Hunter!!

Who developed Turok?	☐ Iguana	☑ Acclaim	☐ Roadshow
What does the R Button do?	☐ Activate map	☑ Jump	☐ Fire
Who distributes Turok?	☐ Acclaim	☑ Roadshow	☐ Iguana
What do 100 gold gems get you?	☐ Invincibility	☐ 100% health	☑ An extra life
What are the pink gems worth?	☐ 100 golds	☐ 5 golds	☑ 10 golds

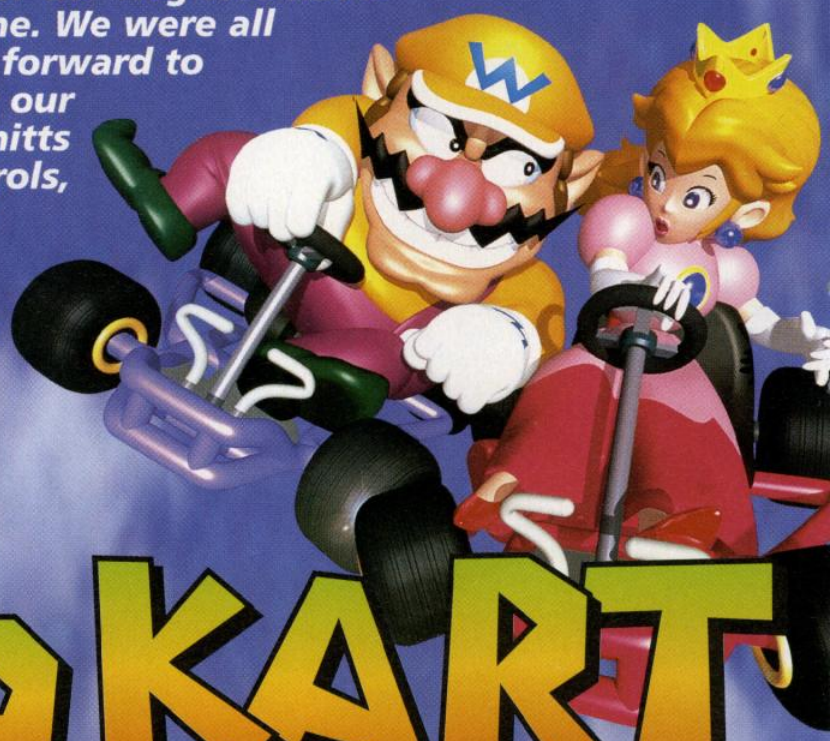
Name Daniel Jones Age 13

Address 635A Underwood rd Rochedale sth Town/City Logan

State QLD Postcode 4123 Phone (07) 38411568



The smell of burning rubber is upon us again - and this time it has nothing to do with Les! Mario Kart 64 has finally landed in the office, and the fight for the flag was not a pretty one. We were all looking forward to getting our sticky mitts on the controls, so can the N64 version do justice to the SNES legend, or is it destined to spin off at the first chicane?



MARIO KART 64

HIT THE GAS!

Nintendo tell us that Mario Kart was the most popular SNES game in history, and anyone who played it will doubtless understand its popularity. The main difference between this and other racing games is the way you can hijack other drivers' chances by blasting them off the track, and pick up other bonuses to give you extra speed or invincibility. Needless to say, all these elements and more have been included the N64 version in all round superb rendervision! Every course has been well thought out, and you'll have to adjust the way you approach each one depending on who you choose. The game doesn't have the blinding speed of Wave Race, but all the other extras make it just as challenging, especially in the 150cc racing class.

IN THE HOT SEAT

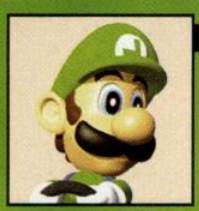
There are eight characters to choose from, with old favourites like Mario and Yoshi, and introducing lovable rogue Wario. As you roar the tracks round you'll notice some subtle differences in the drivers' abilities. So here's a quick run-down all the characters' strengths and weaknesses:

MARIO

The world's most famous plumber doesn't have any great strengths, but he doesn't have any real weaknesses either. The perfect choice for players new to MK64.

PRINCESS DAISY

Princess Daisy will always come off second best in a collision, but her superb acceleration is usually good enough to keep her well out of harm's way.



LUIGI

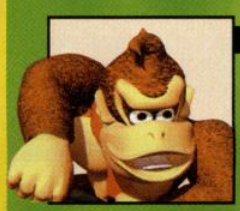
Mario's plumbing brother is another good all-round driver with no real strengths or faults to speak of, and like Yoshi, his kart handles really well.

YOSHI

The friendly dinosaur is excellent on courses with tight turns in them, as he has the best cornering ability of all the drivers.

TOAD

Toad, like the Princess, doesn't cope too well if the track is crowded, but he does have excellent acceleration which makes him one of the fastest characters.

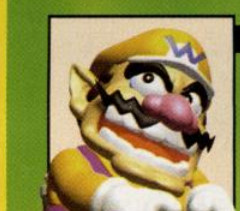


DONKEY KONG

Even though his start is fairly slow, Kong is big enough to handle collisions and once he's up to top speed, he's very hard to beat.

BOWSER

The biggest of all the drivers, Mario's arch-enemy is best used when bashing others out of the way – typical Bowser, really!



WARIO

Wario has a good top speed, so if you'd like to stay out of trouble you can, but he also has enough weight to cope in the roughest situations.

BONUS BONANZA

What made SMK so satisfying on the SNES was the variety of damage you could do to an opponent. Whether you were firing a shell torpedo or laying down a fake item box, there were plenty of ways to send the opposition crashing out of the race. All the bonuses from the 16-bit cart have been included in the N64 version, as well as a few new ones.

BANANA SKINS

The good ol' banana skin is back for Mario Kart 64, and it's as annoying as ever if you happen to drive over one and get sent skidding off course. And you can also get a whole bunch of skins to leave a slippery trail in your wake, just like a snail, (a really fast snail that is).

TORPEDO SHELL

Another weapon that has made the transition to the N64, these shells are perfect for taking out the driver in front of you and also cancelling out someone else's attack. You'll either get one or a bunch of three during a race.

KOOPA SHELL

This spiky torpedo is actually a homing missile which will race through a crowd of drivers and hit whoever happens to be in the lead. Remember though, what thou givest, thou shalt receive at a later date!

SPEED MUSHROOMS

The fast moving fungi give you a short turbo boost to overtake the other drivers. You collect these in sets of three, or find a special gold one for as many boosts as you want within a time limit.

STAR BONUS

Find a special Star Bonus and you'll be faster over the track and protected from any attacks. Be careful though, it doesn't last very long.

LIGHTNING BLAST

An excellent bonus which affects every other driver in the race. The skies will flash and your opponents will go into a spin and shrink to a minute size. Cause of the old phrase "What b@!&%*?d did that?" in multiplayer games.

GHOST BONUS

This spooky pick up turns you invisible for a short while, making you impervious to attacks, and even allows you to steal other racers' item boxes!

FAKE ITEM BOX

A particularly devious little bonus that looks just like an item box. The only problem is, when another driver tries to collect it, they're in for an unpleasant surprise.

The **Kinoko Cup** is the first trophy for new racers, and features the four easiest tracks in the game. Having said that, you'll still find a wide variety of surfaces to race on, which can affect the outcome of any race whatever the standard.

LUIGI CIRCUIT

The first course in the game is reminiscent of an IndyCar track, with banked turns and long straights for acceleration.

MOH MOH FARM

Fancy a bit of dirt track racing amongst the livestock on the Farm? Watch out for moles halfway round, and the surface could prove a problem for some drivers.

NOKO NOKO BEACH

You'll find there's a lot less grip on this course, which will compensate for the lack of obstacles. Oh, and can you find a shortcut anywhere?

KARA KARA DESERT

This wild west track's more difficult than you think as it isn't well marked and your speed slows drastically if you stray off the path. Watch out for the trains!

The **Flower Cup** is the second trophy to go for and features more varied tracks as well as quite a step up in terms of driving difficulty.

KINOPIO HIGHWAY

Take to the open road whilst driving at breakneck speed! To survive you'll have to avoid the other cars, lorries and buses. One of the longest courses in the game.

FRAPPE SNOWLAND

The first winter course'll be a nightmare for anyone who hasn't mastered steering. Tight turns and obstacles make exciting races, as long as you can handle the ice.

CHOCO MOUNTAIN

Racing through the mountains is a good test of your steering and braking skills. There are crash barriers in Time Trial mode, but not when the real race starts.

MARIO CIRCUIT

This course is deceptively difficult because the track's not as wide as others, giving you less space to move in and more room for mistakes.

In the **Star Cup** the four tracks are longer than most and require plenty of concentration to survive unscathed. To succeed in this tournament you'll have to use your bonuses wisely.

WARIO STADIUM

This dirt track has plenty of lumps, bumps and sharp corners. Even so, there are enough good overtaking points as long as you use your bonuses properly.

SHERBERT LAND

Even the steadiest drivers will be slip-sliding away on this course – not surprising as you're racing on sheet ice. There's a really confusing tunnel section just past the halfway point too.

PEACH CIRCUIT

The Princess's course is fairly similar to Mario's, featuring tight bends and a narrow track. There's also a huge ramp to clear halfway round.

KOOPA CASTLE

Bowser's lair is full of nasty surprises and sharp turns which just seem to jump out at you from nowhere. If you can win the race on this course, you're ready for anything.

The **Special Trophy** is the tournament for budding Hills and Schumachers everywhere. The tracks are longer and much harder than any other, and if you play the computer on the 150cc level, the other opponents are much tougher to beat.

DONKEY JUNGLE PARK

Down in the jungle with our favourite ape, Kong's course is littered with bonuses and traps for any rookie racer. Check out the paddle steamer when you jump the lake!

YOSHI VALLEY

This is a really complicated course with various routes round the track. Some areas aren't covered by barriers either, so corner too fast and you'll end up in the valley below.

HYUUDORO LAKE

Racing in a Haunted House at top speed whilst dodging Boos and other spooks can be very frustrating. The bridge at the start is full of nasty chicanes that'll catch you out if you're not careful.

RAINBOW ROAD

The longest and hardest course in the game is particularly confusing as the neon lights make following the road and spotting villains much harder. Complete this and it's next stop Albert Park!

MULTIPLAYER OPTIONS

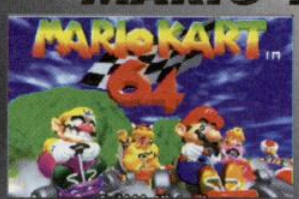
While many racing games have had multiplayer options in the past, Mario Kart 64 is the first game that really makes good use of them. As well as the expected two player and four player options, MK64 has a three player option as well and in all these modes the on-screen display is split-screen so every racer knows exactly where he is and what he's doing.

BATTLE IT OUT!

For those of you who want a more strategic challenge, the Battle Mode option has been included. This mode doesn't involve racing at all, as the main aim of the game is to survive! You can only play this mode with 2, 3 or 4 players, and each kart has three balloons tied to the back at the start. You race round the track in any direction, collecting item boxes to fire at your opponents. Each time you score a hit, a balloon is removed from your opponent's kart. Once all three balloons have disappeared, you're out of the contest. This mode holds some of the most hectic gameplay ever seen, and is one of the best reasons to buy the game.

REVIEW NINTENDO 64

MARIO KART 64



INFO

- **GAME DIFFICULTY:** Easy to medium
- **FIRST DAY SCORE:** Won Special Cup in 100cc mode
- **ALTERNATIVES:** Wave Race 64, Cruis'n USA, Top Gear Rally

CREDITS

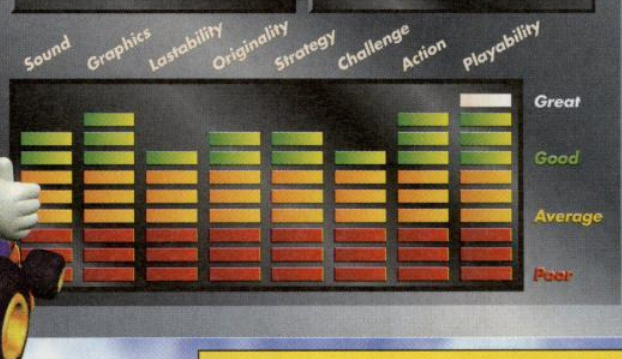
- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo
- **PREVIOUS NINTENDO TITLES:** Super Mario 64, Wave Race 64
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** July/August
- **GAME TYPE:** Racing

CONTROLS

- **RESPONSIVENESS:** Excellent
- **S** Start/Pause
- **A** Accelerate
- **B** Brake
- **C** Camera angles
- **L/R** Jump
- **Z** Shoot missile, Activate bonuses

FEATURES

- **PLAYERS:** 1-4
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty, Gameplay modes



COMMENT

All the elements that made Super Mario Kart on the SNES so popular are in this version too, but the graphics, animation and control response are head and shoulders above its 16-bit predecessor. I found the artificial intelligent better than before, and on the hard levels even characters like the Princess and Yoshi have a mean streak in them. But where it scores best is in the multiplayer options. No matter how many times you split the screen each one's as clear as the next and each kart moves with superb smoothness and realism. Watch out Damon, Mario's right behind you!

ALAN

ULTIMATE MORTAL KOMBAT 3

Shao Khan's at it again! You'd have though he'd retire after his last mauling in Mortal Kombat 3, but the master of disaster is not to be stopped and he's back in Ultimate MK3, the latest version of Midway's seminal fighting game. So, keep hold of your axes, knives and fireballs 'cos there's gonna be a riot!

Shadow boxing!

History Klass

In the beginning, there was Mortal Kombat. The first game in the MK saga caused a storm on its release due to the gory graphics and violent attitude. That aside, Mortal Kombat promised much but offered rather less in terms of gameplay. MK2 changed all that though, with a much improved gameplaying engine and enhanced graphics. MK3 carried on where the previous game left off, offering more fighters than ever before and special combos for enhanced playability. The basic plot of Ultimate Mortal Kombat 3 is much the same as MK3, but now there are 23 selectable fighters and one secret character. The difficulty level has been altered too, ranging from Novice to Warrior with two Master Classes.

Those Sub-Zero boys are at it again!

Karacters

Almost every character ever featured in Mortal Kombat appears in UMK3 and here's the NMS rundown on the best and worst of our kast of killers:

SCORPION

The infamous yellow ninja makes a welcome return to the tournament, complete with his classic Harpoon and Teleport moves. He can now also pull out a pair of axes from his jockstrap for extra power in close quarters.

NOOB SAIBOT

The man in black was a secret character in the previous MK games, but now the secret's out his skills have been much improved. His grey Fireball stops an opponent from using special moves for ten seconds, and the Teleport throw is nothing short of spectacular.

JADE

Another hot contender for the MK title, this feisty female ninja has some of the biggest combos in the game and causes real damage with her fighting staff.

Great disguise Jade! We'd never recognise you with that covering you up!

CLASSIC SUB-ZERO

Changed in the last version, the original Sub-Zero's back to line up against his new self with all his original moves intact. The UMK3 version's no pushover though, so you'll find these guys an even match.

ERMAC

This character started off as a rumour in the arcade game, but the developers have brought him to life at last. His best move is the Teleport Punch, which is easy to execute and devastating to receive.

RAIN

Another ninja with some excellent moves, this guy can bring down a bolt of lightning just by raising his arm. His other party trick involves throwing a fireball that keeps his opponent suspended in the air for a while, just long enough to kick the nunchukas out of 'em!

REPTILE

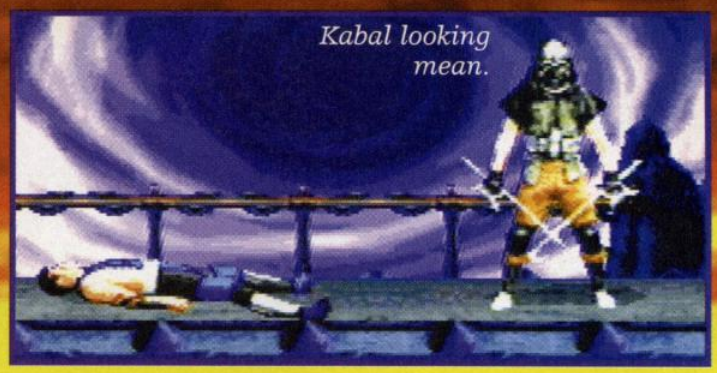
Shang Tsung's body guard crawls back into the fray with plenty of sly moves to annoy his opponents. His Slow Fireball is very difficult to avoid and the Acid Spit can be used as an extra hit in combos.

Way to go...

If there was one thing that let MK3 down, it was the lack of Endurance rounds in each tournament. Well, you'll be pleased to know that these have been re-instated for UMK3, and now they're tougher than ever! The Kombat combos (first introduced in MK3) are much easier to execute in this version, but some of the special moves are a real pig to activate with certain characters. For those of you who want multi-player mayhem, you can also opt for the 4 player 2-on-2 Kombat, where you team up with a mate, pick two fighters and battle it out with a couple of computer controlled opponents to see who's left standing at the end. And, once you've finished fighting, that nice Mr. Khan will treat you to one of his kombat codes which can radically change each contest.

KOMMENT STEVE

I think fighting games in general are in desperate need of some new ideas to keep up with the times, and UMK3 isn't the game to bring the beat 'em ups into the nineties. Having said that, if you're a real MK fan, it is an essential purchase, if only because of the number of characters. As far as the gameplay goes nothing much has changed, but the introduction of easy to use combos certainly makes the game more involving than before, and the difficulty curve is just right. Graphics-wise the game's not up to Rare's standards, but the animation has been improved and when you've got two experienced Kombatants in the arena the action gets pretty hectic to say the least. But at the end of the day, perhaps this should be the last in a long series.



Down to business

How shall I murder thee? Let me count the ways! As usual there are many different ways of disemboweling your opponents, ranging from the basic Fatality to gruesome pit deaths, and if you're feeling kind and cuddly you can avoid the slaughter and turn a fighter into a squealing infant with a Babality. But by far the best way to finish an opponent is by activating a Brutality. By punching in the correct sequence on the 'Finish Him' screen, your fighter will unleash hundreds of blinding kicks and punches to tear the unfortunate victim apart! These are very much like the Ultra Combos used in Killer Instinct, and just as satisfying.

REVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

ULTIMATE MORTAL KOMBAT 3

INFO

- GAME DIFFICULTY: Easy to medium
- FIRST DAY SCORE: Won tournament on medium level
- ALTERNATIVES: StreetFighter II Killer Instinct

CREDITS

- BY: Acclaim
- DEVELOPED BY: Williams Entertainment
- PREVIOUS ACCLAIM TITLES: MK's 1, 2 & 3 Wrestlemania Arcade
- DISTRIBUTED BY: Roadshow Interactive
- RELEASE: Out now
- GAME TYPE: Beat 'em up

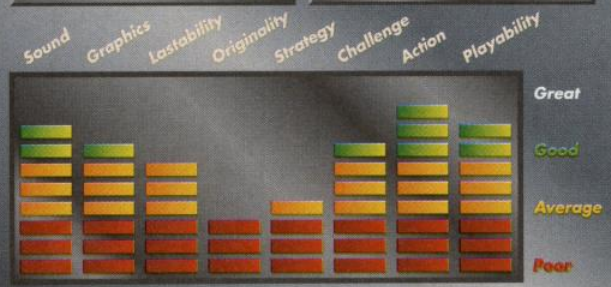
CONTROLS

- RESPONSIVENESS: Very good

A — Low kick
B — Low punch
X — High kick
Y — High punch
L/R — L: Block, R: Run
S — Start: Start/Pause, Select: Not used

FEATURES

- PLAYERS: 1-8
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Five
- OPTIONS: Difficulty/ Music/Handicaps



MAKIN' WAVES

Wave Race 64 is becoming one of the most talked about games of the decade and possibly the best advert for Nintendo's new power machine. Finely tuned gameplay in tandem with the most detailed, realistic movement yet seen on a console game makes Wave Race an essential title for anyone who's into racing sims. We've had a detailed look at the game and come up with the definitive guide to all the courses. Soon you too could be claiming that top spot on the winners' podium.

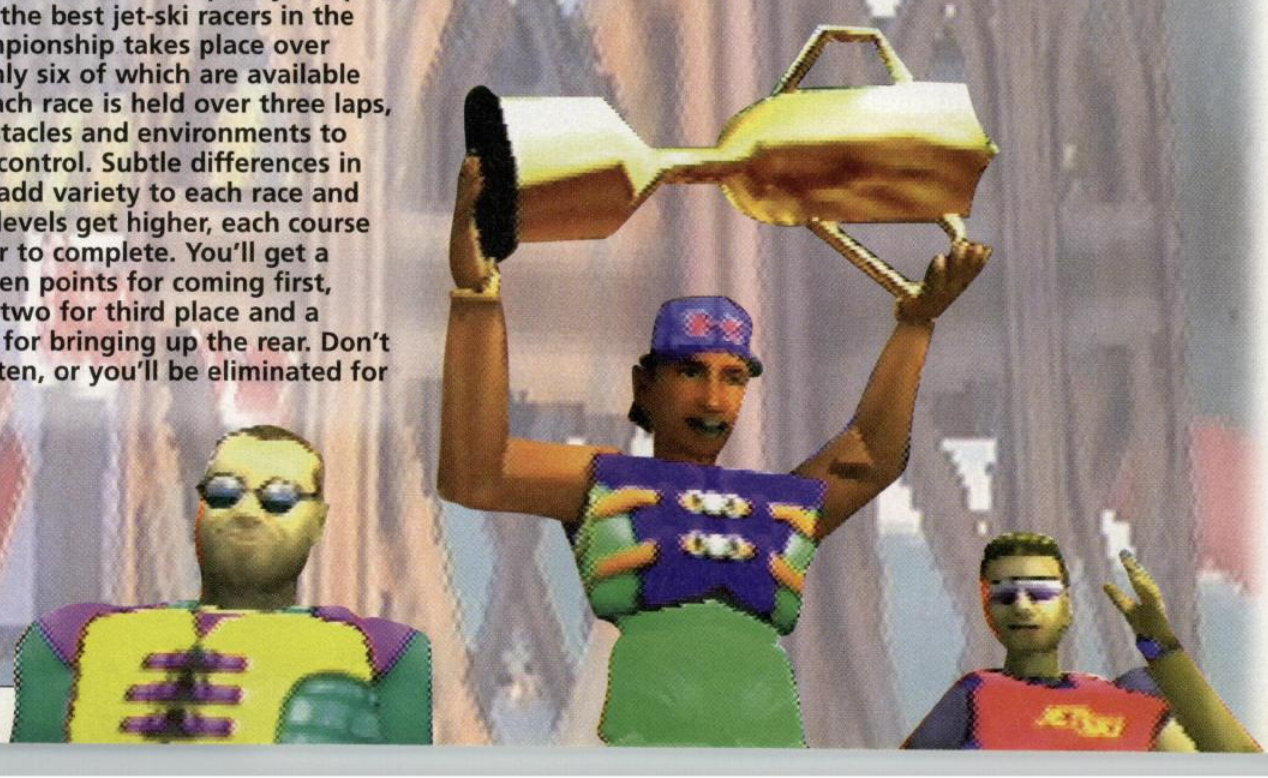
WAVE RACE

Kawasaki JETSKI

RACE MODE

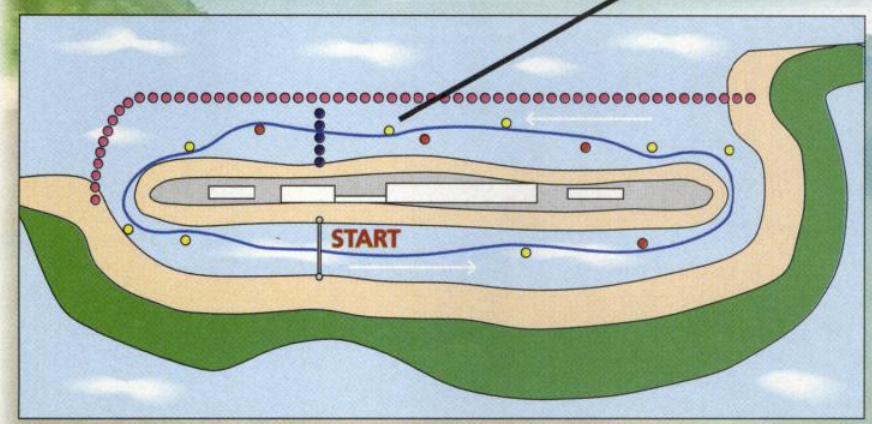
THE FASTEST PLAYGUIDE IN THE SOUTHERN OCEAN!

The Race Mode in Wave Race 64 puts you up against three of the best jet-ski racers in the world. The Championship takes place over eight courses, only six of which are available in Easy Mode. Each race is held over three laps, with various obstacles and environments to test your jet-ski control. Subtle differences in the riders' skills add variety to each race and as the difficulty levels get higher, each course becomes tougher to complete. You'll get a maximum of seven points for coming first, four for second, two for third place and a paltry one point for bringing up the rear. Don't come last too often, or you'll be eliminated for lack of points.



SUNNY BEACH

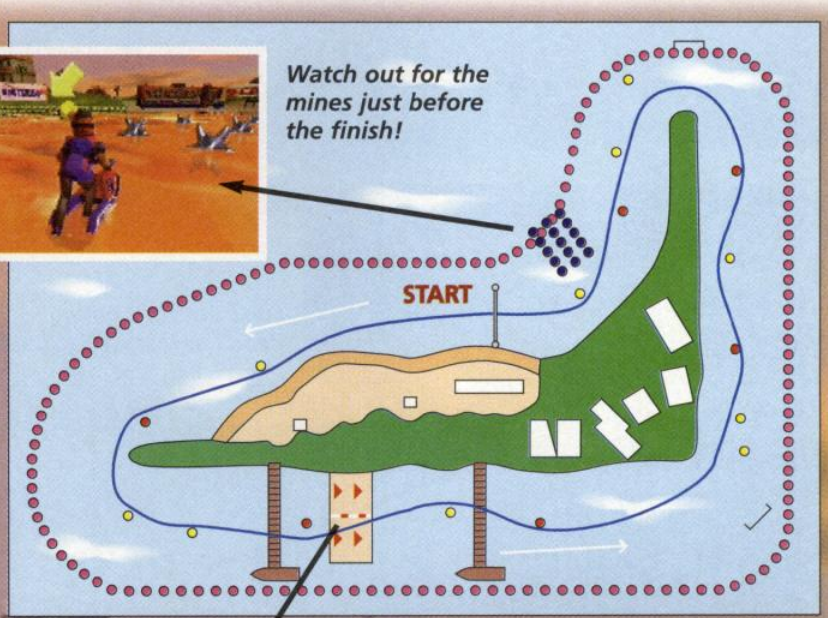
The simple oval is the opening course in the Championship race and is perfect for practising your cornering skills. It's relatively simple in Easy Mode, but on the Expert levels the course holds more marker buoys and the final corner on the back straight is protected by a line of mines.



Take the buoy in front of the mines as tightly as possible, then nip in between the following buoys to line up for the final corner.

SUNSET BAY

Watch out for the mines just before the finish!



This is your first experience with choppy water and you'll find that the character you choose affects the way you treat every race. So if you want to use sheer speed to power through the waves, pick a heavier, more resilient racer like Dave Mariner. Having said that, if you prefer gliding over the surf using skill and timing you're better off with Hayami or Stewart.

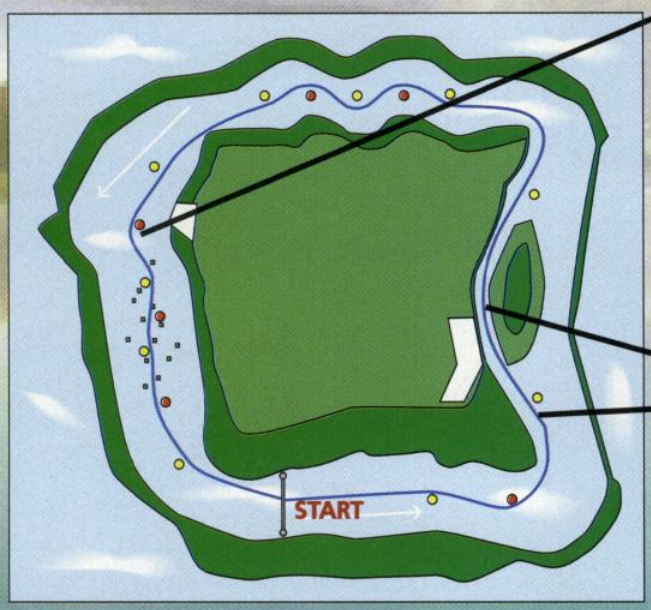
Marker buoys in the back straight will cause you some problems in Expert Mode and remember to push up on the control pad to break through each wave. This helps keep your speed up and gives you more balance on the jetski.

Press Up on the controller to dive through the big waves. This will shave precious seconds off your time.

Make sure you're following the best racing line before you jump the ramp.

DRAKE LAKE

Fog-shrouded Drake Lake proves that calm water causes just as many problems as raging tides. Every movement on the jetski is exaggerated, so precision is vital whether you're racing through the tight slalom or avoiding the group of posts near the home straight. On the first level you can go in and work your way through pretty quickly, but on Hard and Expert Mode there are many more posts to avoid.



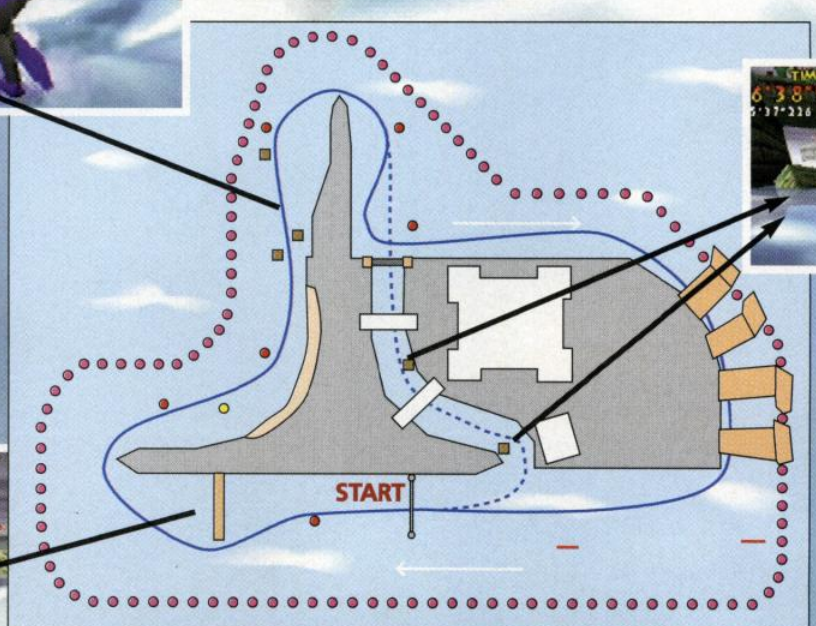
As you clear the slalom, pull wide right, then sharp left. This should set you up to clear the other two marker buoys.

Take the inside channel after the first bend to give yourself an advantage on the next buoy.

MARINE FORTRESS

Look out for floating debris in this straight.

The seas are at their roughest around this grim and forbidding course and it's so easy to lose valuable seconds as the waves throw you around. On harder levels, a twisting short cut will open up that cuts out the long turn in Easy Mode.



After the start there's a huge barrier that forces you outside, unless you try and jump it. It has been done, but more often than not you'll end up mis-judging a wave that'll send you crashing into the concrete!

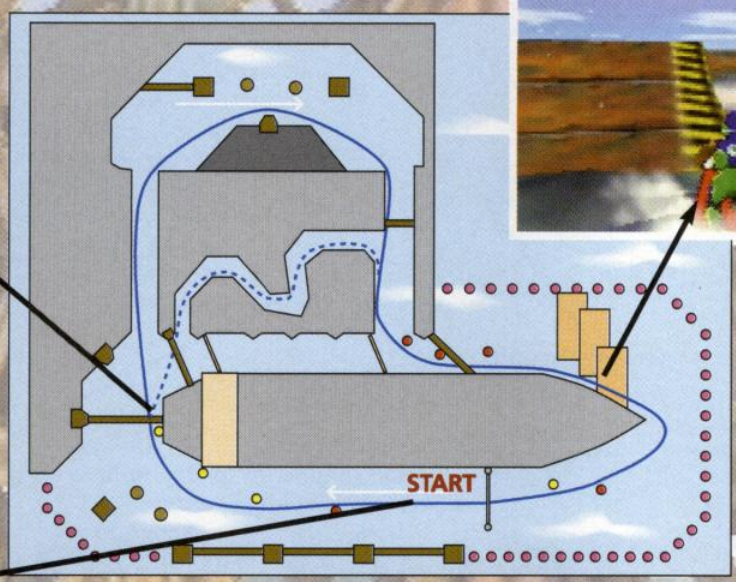
When you're using the short cut, keep a good look out for the boxes lurking on each corner.

With a little practice you'll get the right angle for the final approach.

PORT BLUE

Everything takes place around the hull of a giant tanker and makes for skillful and exciting racing. There are plenty of sharp turns to negotiate and the choppy water doesn't help much. Try and use the rough water to swing into corners, riding on top of the waves. Hard Mode will see a tight, winding short cut open during the race, which can prove a problem for anyone who's too heavy on the accelerator. On entering the short cut, kill the throttle as soon as you come out of the first bend to avoid crashing on the second. Then quickly pull left and right around the chicane and storm into the back straight.

In Hard Mode you get a choice of routes, but take care how you use them!



Stay low over the ramps to avoid going too wide on the last corner.

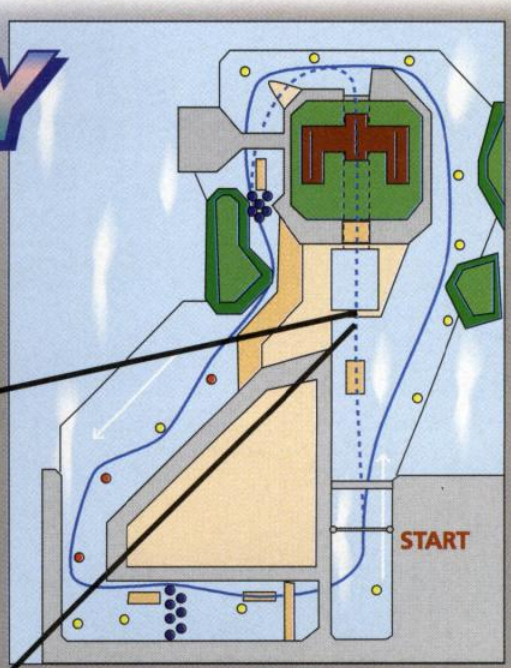
It'll pay off when you power up the straight.

The currents are stronger if you're racing near the ship, so stay wide of the vessel for as long as you can.

TWILIGHT CITY

Twilight City is only accessible in Hard and Expert Modes, with the race taking place where calm city waters meet the open sea. One half of the race is in a canal system, and the other over the sea. Apart from the first and last ramps, the rest are best avoided if you want to keep your speed up.

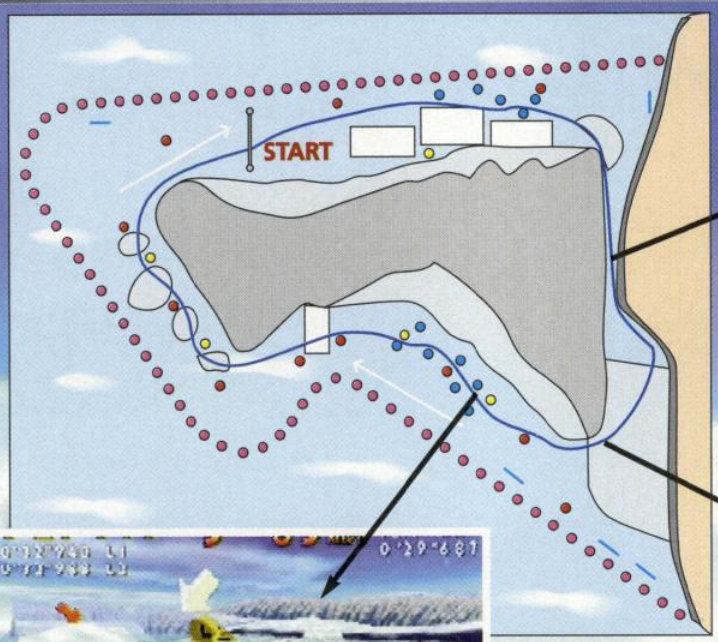
You need to use the ramp in Hard Mode to get over the city wall...



...but on Expert Mode you need to go underneath! It's important to time the dive properly to maintain your speed.

Now dip into the tunnel for a short cut.

You'll only find Glacier Coast on Expert Mode, and you need all the skills acquired from the previous levels to survive in one piece. Tight turns combine with speed at the start are the key to avoiding other racers and obstacles.

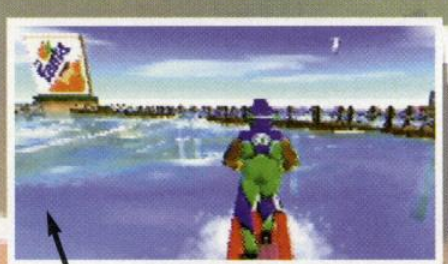


When crossing the ice patch after the narrow chasm, pull wide left, tap right to take the inside route on the ice, then straighten up as you hit water again.

This will set you up for the tight slalom straight afterwards.

GLACIER COAST

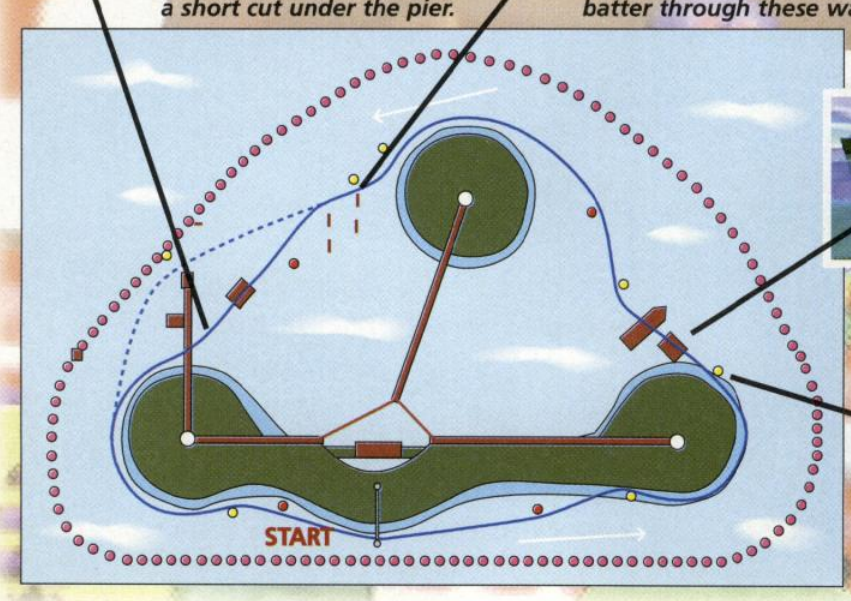
SOUTHERN ISLAND



Nose-dive off the ramp to find a short cut under the pier.

Push Up on the controller to batter through these waves.

The final Championship course is the most exciting and challenging of the lot, with the layout changing totally as the tide goes out. Remember to pull sharply into that first left hand bend, as jumping the ship is much quicker than going round it. On the first lap, use the ramp in the back straight to nose-dive under the pier, but ignore it on the second and third laps as the sea level's too low. In the final home straight you're almost on the beach, so pull back on the control stick to skim over the oncoming waves.



This ramp appears on the second lap. If you take the jump you'll line up perfectly for the next buoys.

The tide's right out – this buoy's nearly on the beach!

STUNT MODE

In the Freestyle Mode, you can forget about trying to win and concentrate on performing as many stunts as possible in one lap of the track. Earn yourself time bonuses by going through as many hoops as you can and in open spaces experiment with directions on the controller to find plenty of different moves and stunts. The ramps are perfect for spectacular somersaults and other aquabatics, so use them to get maximum points for every stunt.

HANDSTAND

To get yer legs in the air, pull back once on the control stick, then push up twice. Your racer will perform a handstand, and if you hold the controller up they'll stay in their position whilst going through marker hoops.

BACK FLIP

Truly spectacular stunt that always gets a round of applause from the audience – if you land correctly. Get up to full speed as you come to a ramp, and as you hit the air push the controller forward and pull back as quickly as possible. The quicker you perform this movement, the more points you'll get for it.

BARREL ROLL

This looks excellent off a low ramp and can earn you up to a thousand points in the stunt tournament. As you come off a ramp, push left and right quickly to send the jetski into a roll.

HELICOPTER SPIN

If you can pull this one off, 1500 bonus points are all yours. To send your jetski into a vertical spin, you'll need to approach a ramp at an angle and straighten up as you hit the top. Once you're airborne, pull back on the controller and smile politely as your mates gaze on in awe.

SPIN & SOMERSAULT

This trick will make your racer spin round like a ballet dancer on the jetski, performing a double twist and landing on the handlebars. To activate this fancy footwork, just leave the accelerator and spin the joystick clockwise.

Holding up on the controller afterwards lets you control the craft by standing on the handle, but if you want to finish in style, spin the joystick anti clockwise and the racer will perform a back somersault to finish.

RIDE BACKWARDS

On parts of a course with no hoops or ramps, practice this stunt to get vital extra points. Come off the throttle and roll the controller anti-clockwise to make your racer spin over the handlebars. If you hold the controller back, the racer will continue to ride the jetski backwards, but this does make cornering a nightmare!

DONKEY KONG LAND 2

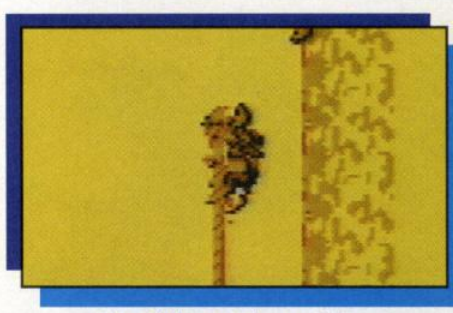
WORLD 4 GLOOMY GULCH

Time for our monthly fix of bananas as we join Diddy and Dixie in the next part of their all-action adventure in Donkey Kong Land 2 on the Game Boy. This month we take a trip down to Gloomy Gulch which is a dark, forbidding part of the Kremling world full of dangerous enemies and daunting obstacles. If you thought that the levels in Krazy Kremland were difficult, wait until you try these! As well as having more complex platform arrangements, natural elements like the wind come into play. You'll also find the rollercoaster levels are much tougher, and require plenty of concentration. Our top tips here should give you a helping hand though!

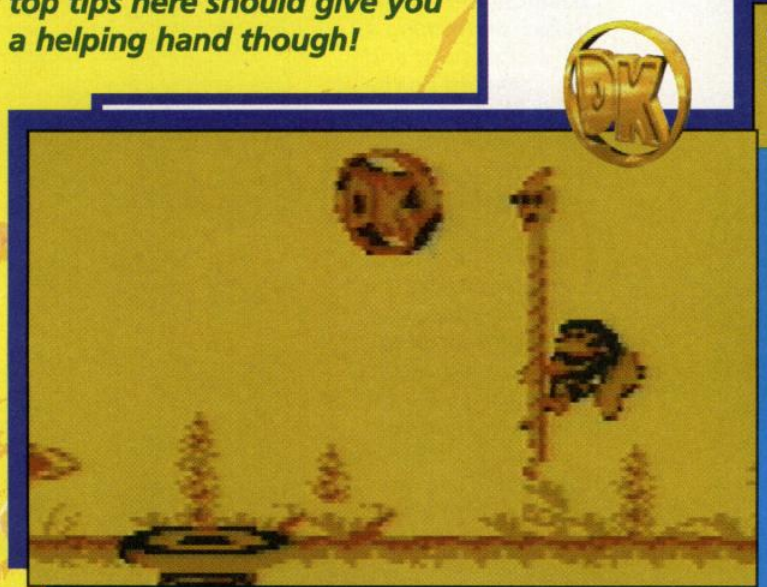
STAGE 1 GHOSTLY GROVE

The opening level of Gloomy Gulch sees the two apes stranded in a creepy old forest, surrounded by Kremlings. In many parts of the level you'll have to cross bottomless pits by using the ghost ropes. These appear and disappear at random, so you'll have to be quick when using them. To find the Bonus Barrel, go past the halfway point and shortly you'll come to a valley with three ghost ropes hanging in the gap. Jump on the first rope and you'll spot a trail of bananas leading down. Now avoid the Zinger and jump straight into the barrel, which will propel you to the Bonus Barrel. The DK Coin is situated at the very end of the level past the exit target. Before you reach the exit platform, there are some ghost ropes to cross.

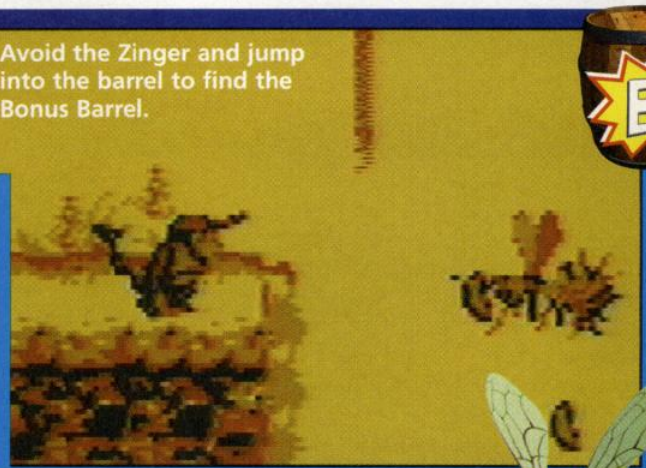
When you reach the last rope, climb to the very top and jump as far as you can. This should take you over the exit where the DK Coin is in easy reach.



You'd better be quick on the ghost ropes!



Avoid the Zinger and jump into the barrel to find the Bonus Barrel.

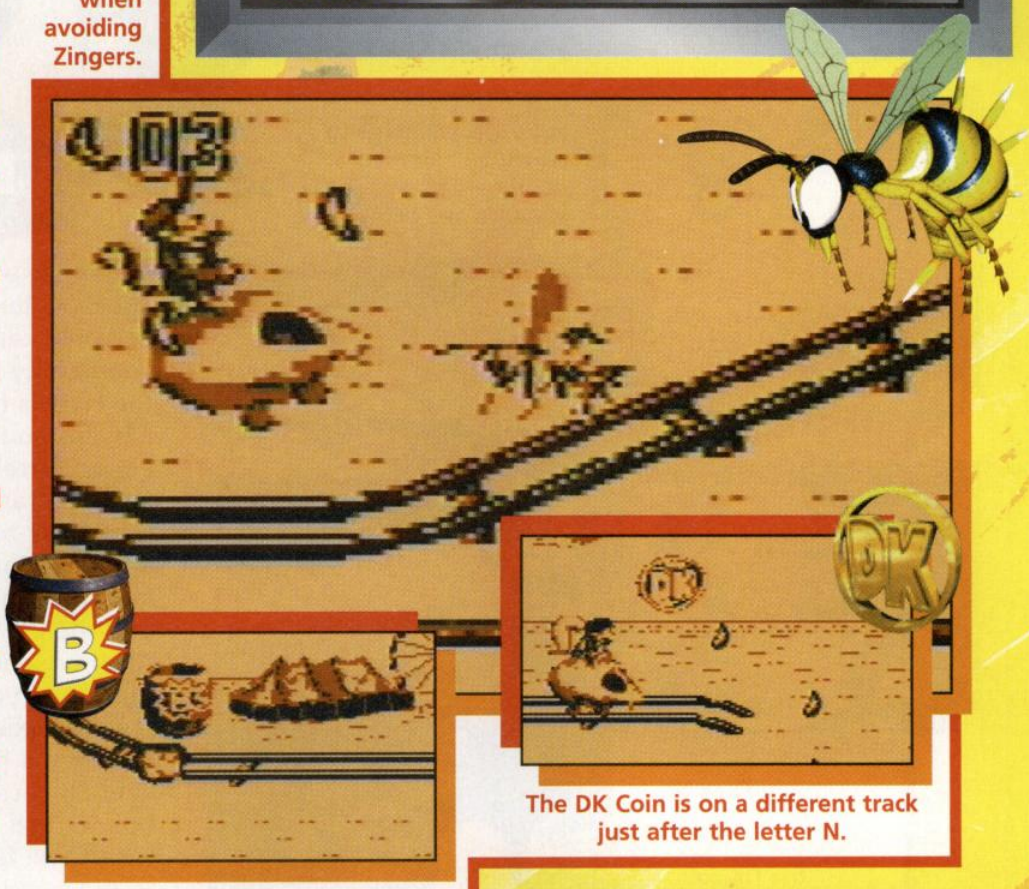


You'll find the DK Coin at the very end of the level. Climb the last rope and jump.

STAGE 2 KRAZY KOASTER

Don't jump too early when avoiding Zingers.

First of the rollercoaster stages, this course is harder than the previous ones, making it frustrating and challenging at the same time. When jumping over a Zinger, make sure you're up to speed and hit jump just before you crash into him. This may sound risky, but more often than not you'll end up coming down on them if you start too far away. The first bonus room is found shortly after the start. Come to the top of the first hill and jump the Zinger. Now, just before you go down, hit jump again and you'll access another track which will lead you straight to the Bonus Barrel. You'll find the DK Coin just after the letter N. After you've picked up the letter, jump just before you come up to speed on the slope and you should find another track which leads straight to Kranky Kong's prize.



You'll need to change tracks to find the Bonus Barrel.

The DK Coin is on a different track just after the letter N.

The wind will make things harder for you on this level. It will even blow you backwards!

The narrow platforms can be a bit tricky to land on so watch your step.

STAGE 3 GUSTY GLADE

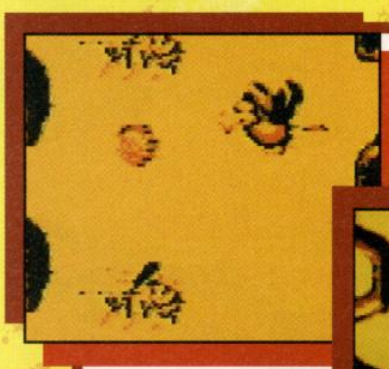
The howling winds in Gusty Glade can prove a real problem if you're not careful. When jumping between platforms in the wind, look out for small leaves flying around. These will tell you which way the wind's blowing and allow you to time your jumps perfectly. The Bonus Barrel can be found just after those narrow platforms near the start. After you jump the last one, there's another gap between two wide ledges with a hook in the middle. Jump down off the hook and the Bonus Barrel will appear out of nowhere. The DK Coin in this section is dead easy to find. After the halfway mark, just jump over the first two wide valleys, using the wind to give you more distance. You'll then come across a barrel suspended in the air. Wait until the wind is blowing from left to right, and hit jump while holding Down and Right on the D-Pad. As you hit the second barrel, the DK Coin is yours for the taking.

Jump down off the hook to find the Bonus Barrel.

The leaves give away the wind direction. If you jump with the wind you'll go further.

The DK Coin is easy to find but the wind must be in your favour

STAGE 4 PARROT CHUTE PANIC



Squawks will have to watch out for plenty of Zingers to get all the bananas and coins.

Go to the edge and jump up...

...then use the invisible hook to reach the Bonus Barrel.

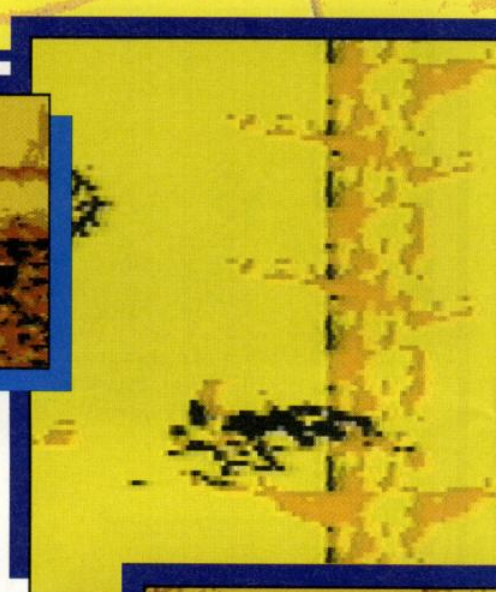
You'll have to bounce off a Zinger to reach the DK coin.

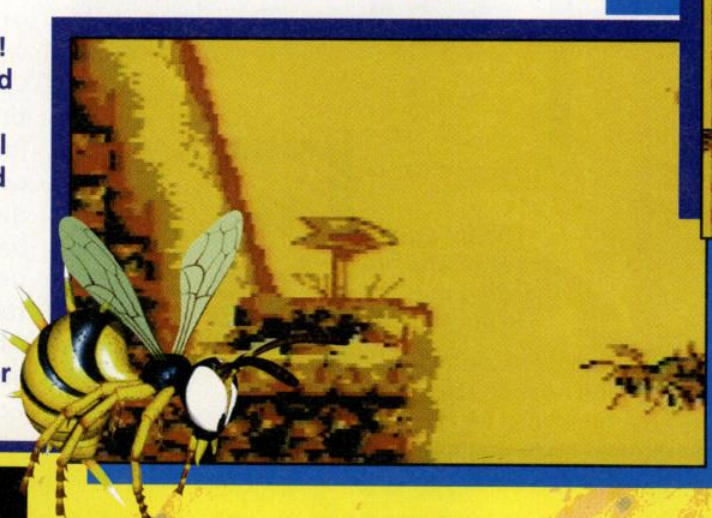
More hive exploring now as you change into Squawks for this level. The only difference is, Squawks can only fly down and the hive is guarded by legions of Zingers. The first part of the level is fairly straightforward, with plenty of coins and bananas to pick up. To get the Bonus Barrel, float down to the bottom as Squawks, and when you get to the 'no animals' sign, walk to the edge of the platform and jump up. There's an invisible hook at this point and the Bonus Barrel is directly above. You'll find the DK Coin is hidden just after half way. After breaking the Star Barrel, carry on to the right until you find a Zinger, Spiny and Flitter. Choose Dixie and do a helicopter jump over the Zinger and his prickly pal, and land on Flitter. He'll bounce you up to a barrel which will fire you straight to the treasure.

STAGE 5 WEB WOODS

Squitter's web platforms don't last very long, so keep moving.

The trickiest level of the game so far. As Squitter the spider you must fight off the bad guys by using your attack webs and also cross gaps in the playing area by changing your attack webs into platforms (by pressing Select). Be careful though, these platforms only last for a short time, and nothing's more frustrating than being caught half way through a valley on a disappearing platform! To get the bonus room, you'll need to get way past half way, to the point where you meet a valley full of Zingers. Instead of jumping and firing the platforms over their heads, make a trail underneath them by pressing Down on the D-Pad as you fire. Then just carry on straight to find the Bonus Barrel. The DK Coin is found straight after the banana arrows late on in the stage. Ignore all the arrows and just keep a straight path over the platforms. You'll find the coin on a lower ledge just before the end.

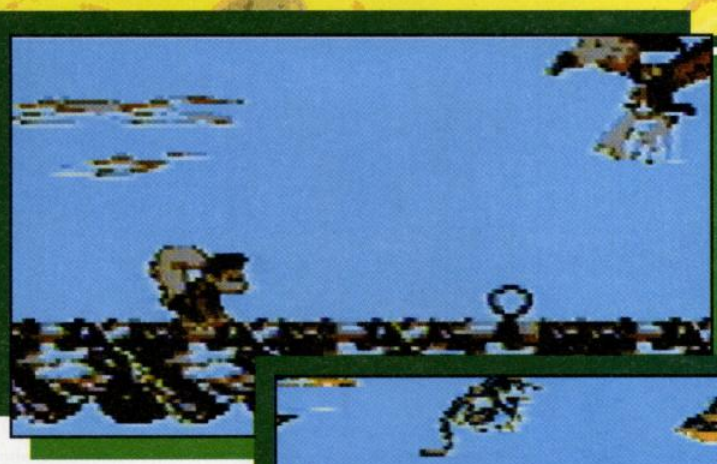




You'll find the bonus barrel if you go under the Zingers.

STAGE 6 KREEPY KROW

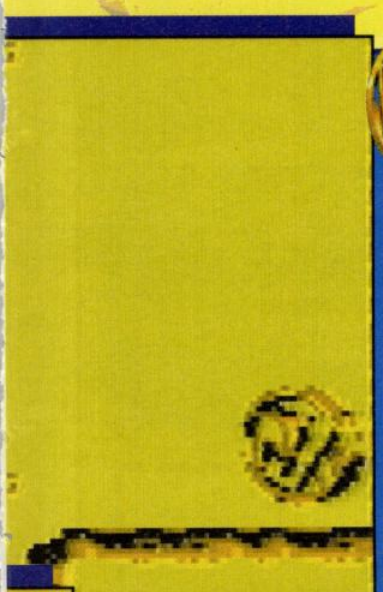
The end's in sight! Kreepy Krow may look difficult to beat, but he won't last long if you stick to your game plan and avoid a close confrontation. At the start, you'll be dive bombed by a squadron of Neckys, but if you time your jumps correctly they won't lay a beak on you. Now wait for a giant egg to fall out of the sky, and when the Krow attacks, throw the yolk-filled projectile at him. After hurling two eggs at the big bird, a hook will appear in the middle of the screen. Jump up and make your way up the rigging, avoiding the avalanche of eggs that'll come your way. When you reach the higher platform, the smaller birds will come at you much faster than before, but you only need to hit the Krow once more to get a token and access to the next world.



Patience is the key if you want to beat Kreepy Krow.

The Neckys can be avoided if you time your jumps well.

Throw the egg at Kreepy Krow twice to reveal the hook and your path to victory!



Ignore the banana arrows and keep going straight on to find the DK Coin.

DONKEY KONG LAND 2

We'll be taking a break from simian silliness next month to bring you the next part of our PilotWings 64 guide. Don't panic though! We'll be returning to DKL2 in two months time so look out for the secrets of K.Rool's Keep in our June issue.

Anime Action

ENZO'S ESSENTIAL GUIDE TO THE WORLD OF JAPANIMATION!

MACROSS AT LAST!

Siren Entertainment have secured exclusive Australian distribution rights for the last episode of one of the most popular anime series of recent times, **Macross Plus**. The long anticipated fourth part in the series has been delayed for months on end as the court case determining its fate dragged on much longer than anyone had thought possible. Siren, having released the first three parts back in 1995, have been constantly indundated with phone calls and faxes asking about the conclusion to Shoji Kawanori's OAV series. At one stage last year, they were getting as many as 100 phone calls a week!

In case you're not up on the Macross series, it's set on planet Eden in the year 2040 and follows the spectacular aerial adventures of Isamu Dyson and his friends, colleagues and rivals. This visually stunning series really is the Top Gun of Japanese animation with plenty of authentic mecha designs thrown in. If you've got the first three parts of Macross Plus, then you can't afford to be without the conclusion, and if you've never seen it before – get out there and buy the first three as well!

Also out now is the **Macross Plus CD**. Most people assume the CD's packed with tracks of Sharon Apple doing her stuff but it's actually music from **Macross Plus 1** and **2**. Most of it's instrumental (performed by the Israeli Symphony Orchestra no less!) but some of the songs are sung by Japanese singing star Yoko Kanno. One track in particular, called 'Voices', is a really haunting song. Honest!

MACROSS PLUS - PART 4
14th April. $20.
'PG'. 45 minutes
MACROSS PLUS CD
On sale now. $25.
15 tracks.

Siren are so pleased with themselves for finally snaring part four of **Macross Plus** that they're letting us have five copies of the vid as well as five copies of the CD! Just answer the dead easy question here and fill in all your details. Stick the form in an envelope then post it off to us (make sure you use our new address). The closing date is Friday 2nd May.

QUESTION:
Who is the hero of **Macross Plus**?

_____

NAME: _____ AGE: ____

ADDRESS: _____

TOWN/CITY: _____ STATE: _____

POSTCODE: _____ PHONE: _____

SEND TO: **Macross Plus 4 Comp, NMS, PO Box 734, Crow's Nest, NSW 2065.**

MUCH MORE FROM MADMAN!

MadMan Entertainment are keeping us occupied again this month with two more new vids out to buy on April 7th. You can get hold of part six of the Bubblegum Crisis series as well as the conclusion to the all-action Iczer-One series.

ICZER-ONE
VOLUME 2 - ACT 3.
7TH APRIL. $24.95. 'M'.
48 MINUTES.

"The Earth has been targeted for invasion by the alien Cthuwulf. A young girl, Nagisa Kano, becomes the key to Earth's defence when she is forced to become the partner of Iczer-One, a lone rebel who is battling the alien invaders.

In Act 3, Nagisa and Iczer-One battle against Iczer-Two's mecha, Iczer-Sigma. Later, the leader of the Cthuwulf, Big Gold, orders Nagisa's capture and conversion into Iczer-Two's partner. Iczer-One must try to save Nagisa and defeat her sister and Big Gold in a final battle for humanity's survival!"

BUBBLEGUM CRISIS
VOLUME 6 - RED EYES
7TH APRIL. $19.95. 'M'. 47 MINS.

"The mysterious Largo infiltrates GENOM and uses lookalike Boomers to frame the Knight Sabers. It's all part of his master plan to reshape the world into his terrifying vision of paradise. Helping him is Anri, the 33-S "Sexaroid" Boomer who, after the death of Sylvie in **Moonlight Rambler**, is the last surviving space station fugitive.

Priss, heartbroken because she could not prevent Sylvie's death, resigns from the team. When Largo's imposters reappear, the three remaining Knight Sabers are seriously outclassed. Meanwhile, a chance encounter with Leon and a near miss by an orbital beam weapon puts Priss on Largo's trail. Largo faces down Quincy, the elusive chairman of GENOM, and demands that he hand over the Overmind Control System.

Seeking to atone for Sylvie's death by rescuing Anri, Priss takes on Largo alone, a BIG mistake. This could well be the last mistake Priss will ever make!"

PLENTY FROM POLYGRAM!

We told you a few months ago about Polygram getting the rights to release the new Manga titles and this month they've got two new vids set for release.

3x3 EYES - PART THREE.
APRIL. $24.95. '18'. 48 MINUTES.

It seems like we've all been waiting for **3x3 Eyes Part Three** for as long as we've been waiting for the N64 but now the time is finally upon us. As we told you about a year ago now, **3x3 Eyes** follows the adventures of 16 year old Pai and her 'close' friend Yakumo. As part three opens, the destruction of the world is nigh and only Pai can stop the dark lord of Kuei-Yan-Wang. Needless to say, the forces of darkness are going to do all they can to stop Pai in her tracks. This is the third of a five part series and we can expect the rest soon.

PROJECT A-KO - FINAL.
9TH APRIL. $24.95. 'PG'. 45 MINUTES.

Another title we've been waiting for is the final part of **Project A-Ko** and this fourth instalment is the second Polygram title out this month.

"All A-Ko Magami wanted was a simple life, to study hard, to pass her exams, and to have some fun with her cute-yet-bubblehead pal C-Ko Kotobuld. But nothing is ever simple when you're the strongest schoolgirl on Earth with an alien princess as your best friend! So when local rich girl and school bully B-Ko Daitokuji decides to bust up A-Ko and C-Ko's friendship, high-explosive hijinx, mecha mayhem and a whole lot of collateral damage are never far away..."

FEBRUARY WINNERS

We had two more great anime comps back in the February issue and here are the winners' names. If you're listed here you should have received your goodies by now and if you're not listed here - better luck next time!

The first comp was courtesy of MadMan Entertainment. We had 10 copies of **You're Under Arrest!** Volume 4 to dish out and the lucky few were: Luke Cavalier, Olinda, Vic; Adrian Cannata, Mill Park, Vic; Chris Seeto, West Ryde, NSW; Corey Gale, Mt Cotton, Qld; Marco Navarria, Unanderra, NSW; Karlene Blacker, Braidwood, NSW; Ian Edwards, Jesmond, Newcastle, NSW; Deon Chaushs, Geraldton, WA; David Edwards, Boondall, Qld; Claire Hogue, Maclean, NSW.

The next comp was for two copies of the subbed version of **Ghost in the Shell** along with the 'making of' vid. Well done to Glen Van Den Bergen (Rosebud West, Vic) and Keith Lau (Templestone, Vic) who both get a copy of each video.

»»»»»NEXT MONTH

Heaps of you have written in asking why we don't actually score any of the anime vids. Well, we thought, why not?! From next month we'll be bringing you all the up to date info you're used to as well as reviewing and rating each new release. Next month we'll also be taking a behind the scenes look at the Ozcon.

Nintendo Mail Bag

I'm being let out this month for a visit to Handsome Pauline, my dear old Nanny. I remember that time she dragged me out by the Dandenongs, held me face down and sat astride me for a full hour while she showed me her manifesto. She also used to kick me quite hard in the Great Dividing Range, which hurt a lot. That was when she wasn't kicking our house boy and his pet mule Absolom. What a large shoe she had! I can picture it now with it's heel and toe. I can't wait to see her again. What a sight she'll be now that she's famous and younger.

Klubbin'
Rebecca Sedgman, WA

CASEY SAYS NO!

Dear Les,
After reading issue #43 I instantly fell in love with Ben. I too whisper 'I love you' as your words echo in my mind. I have one kiss to plant between your lips, and our hearts are beating at the same time so I know we belong together. If you feel differently my soul may never rest. I stay awake each night wondering if we have a chance. I have truly found love, and as I write this I am feeling all sorts of things, like – Is there hope? Do we have a future? Even though we have not yet found an answer my mind keeps repeating "I love you."
Casey, Vic.
PS Ben's mine, Bindi!

short while, but with this letter I send you the promise that not a day will go by where I will not think of you, nor a single night where you are not in my dreams.
Bindi, I love you.
Ben, Qld

(Sniff, blubber!) Oh, dear, I'm filling up again. Nursie! Fetch the funnel and the rubber tubing!

I HATE LES

To Bindi (Not Les!)
I don't normally read your mailbag because I hate Les, but recently I have read some of yours (and Ben's) letters. I read your first letter and you completely knocked me off my feet, the same as you did to Ben. I'm not going to write you any big, long love letters like Ben did, but I would like to tell you that you have a great way of writing. By the way, I'm not in any way sexist (like Bret). Write back to me as soon as possible and tell me if you like Les or just the Mailbag ('cos I hate Les!)
Robert McLathie, Vic

SHOOT THE BREEZE

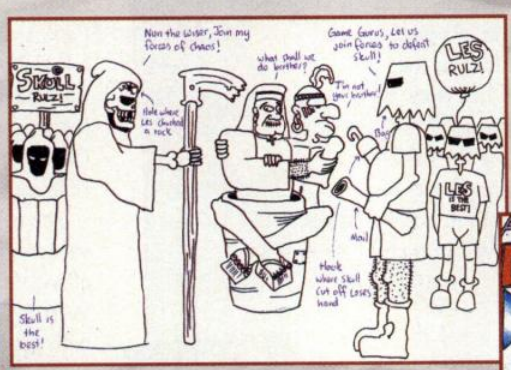
Dear Mr. Les,
I would like to point out to Ben and Bindi (#43 & 46) that this is not a love letter exchange magazine. I'm sure the letters captured the hearts of many, but from now on could you please steal each other's hearts over the phone! The pair of you were so blinded by love and carried away in your emotions that you both forgot to give each other your phone numbers. I don't suppose you could tell the breeze to carry a message, could you? Do anything but stop wasting space in this excellent mag. If Les is the kind man I think he is then I'm sure he will print another letter from either of you consisting of a bit of nonsense and a phone number! For now, you two love birds can imagine each other or just sit there dreaming of what could have been. What are you waiting for? Get writing!
Damian Francis, NSW
PS You may think I'm jealous or just a lonely person who wants attention, but Elizabeth will tell you opposite. Bindi is a cool name!

What a lot of strange people there are out there! And in here for that matter. I'll get bags of letters from really angry people now. And I'd get angry too, if I were me – all this lovey-doveyness only makes people soften you know.

Another of those:
Mark Withington

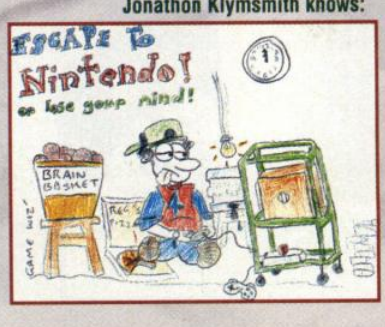
BEN'S BACK

Dear Bindi,
How I have longed for the day when I would hear your soft voice, perfumed with the words of love, carried to me by the untamed winds. Just as I had lost all hope of hearing from my beloved, I picked up NMS and read your sweet words of love, love which I can only hope is so pure and as undying as my own. Love which cannot be denied. Your love is like a dove, caught in the clefts of a rock, hidden in hiding places of the mountain-side. Let me free you. Again I ask, show me your face, let me hear your voice, for in my mind's eye your face is lovely and your lips drip with the sweetness of honeycomb. At last I have found you, the one my heart truly loves. Perhaps now destiny will allow us to bridge the gap that is between us. Perhaps fate will allow us to walk hand in hand towards our sunset, as now we have more than just hope. We now have love.
Sadly, I must once again leave you for a



What do I look like?
Angry Native, Farmer Giles's Shed.

Jonathon Klymsmith knows:



IT'S YOU!

Dear Les,
Here's a cool story about the Swap and Sell section: I sent off to put an advert in the November issue. I received many calls including one the other night. It was from a woman whose surname was familiar to my father. His auntie had the same surname. After many calls we found out that we were all related! So NMS, if it wasn't for you I wouldn't have found this long-lost cousin!
Wadse Knovjsor (pronounced Alex O), NSW

Another tear rises in the gland behind by sinuses. I'm happy for you Wadse, happy for your family, happy for the koalas and those small things you never quite see that scuttle across the floor after lights-out.

BELIEVE!

Yo Les!
Les, do you believe in alien life forms and little green men from other planets? Do you believe in ghosts and poltergeists? Do you believe that zombies, vampires and witches exist? Do you think that Kate Fischer exists? I don't.
Gotta go, Scully, Vic.
PS Pepsi Max is better than Pepsi

I didn't believe in any such thing, until one night I watched the TV and they showed pictures of this woman floating above the earth, a wand in her hand, with her arms reaching down to embrace the poor people below, saying "It'll be hot over the coast with a sea breeze coming in later in the day". I tell you, I was stunned after that!

FROM THE NEXT BED

Dear Les,
In the black tradition of almighty Cairo Jim grave diggers, I have uncovered a loganberry dedicated to vaccinating souls of sandmining candymen. With overstuffed limbs of guncotton, and in my carp-filled glossolalia, the city in my left shoe will harken at the joyous hubbub of shuffling haemophiliacs, all groping for their phalelets. Quivering ambassadors of supermarkets and thief flock bombard the superstructure of my bedpost, as my straightjacket tightens on my whalebone. Alas! Oh how I love to hug my remaining generation of double-pregnant jellybeans that are Les. Why stroll when you can float on telephone wires that once belonged to my beloved ancient necrophiliac bed linen? As the nihilistic beetles consume the contents of my neighbour's empty fence, I loath the chilling crescendo of flushing toilets that awaken at the apex of my abandoned head, and I acknowledge this by chundering in my avocado dip. Listen to the fondue bubble and churn in the majestic maze of Squiggly's bowels! Goodbye dear rotary hoe. I shall miss you!

I've already missed you. My dear, dear Floppy, please use that potion with utmost care, you know what happened the last time anyone got this lucid!

DEAR...

To the Legendary Les,
Last night I slept at my friend's place. I played his Sega and they are the crappiest videogames I have ever used so I just used my Game Boy. And I must give you 10 out of 10 for the DKL2 preview you did in #44. It was so good I just went out and bought it. The graphics are the maddest thing I have ever seen on the GB. Your best reader,
Ben C. NSW
PS I'll try and bribe my mum into getting the next issue so I can read your section.

Now look here Ben's mum! Are you taking your poor child's hard-earned shinies and pocketing 'em with an occasional grudging 'Oh alright then', when the cries get too loud, and only then buying him an NMS? What a clever woman you are!

DEAR DEAR...

Dear Editor of this appalling magazine,
My name is Gwendalin Bunnet and I am Loga's grandmother. Back in my day we didn't have fancy pants Nintendo things like they do today. Why, they didn't even have computers for typing. Anyhow, I've written in to complain about stupid immature little ego-centric brats asking stupid questions. In your magazine an annoying twerp wrote and said... and I quote: "In a recent issue of NMS there were some MK3 tips. One of the tips was play Galaga and the other was winner fights Montana." Even bloody Barry, my husband (may he rest in peace) knows that it is obviously Motaro. The other thing was Galaga. I used to play that game when I was about 25 and it was lots of fun. Youth of today are shocking.
Love you heaps,
Gwendalin Bunnet, Nimbin.

There are more Bunnets than a camel can fit on the head of a pin. Didn't your Barry used to visit me wearing that long hat and horse mask? Or was that Gillian Anderson?

YOU'RE NOT!

Dear Les,
Ashley – go @$%@&! right up you. So you think you're Nintendo's biggest fan, well you're a @$@&! If you dare say anything back I will kick harder than you said. My friend and I are way better players and bigger fans than you. So there you &%$@!
Daniel V, WA
PS You're a girl!

Whooooh! Whooooh! I think you should have said 'You're a big blouse', or 'You're a wuss', or 'You're a spangley spot spanker from Sparta'. That's what I'd have done!

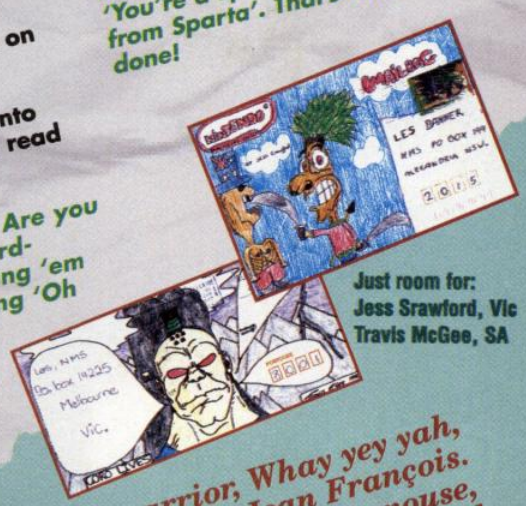
Ayx: Enchantress of the Moon (and my wife!) Madam Pisces

SORRY!

Dearest Darling Les,
Hi! I'd just like to send a message to all those tryhard-gamer-wannabes who came into Toyworld, Albany, WA and trashed the Nintendo 64 they had set up there: Thanks a lot! I mean, here we are with this God-given piece of hi-tech gaming equipment, but we go in to find that both the controllers were smashed to bits and the game (Mario 64) couldn't be played. Those stupid evil, UGLY DESTRUCTIVE DISRESPECTFUL little BA@%()DS!! FIENDS!!!! I swear with my hand on my copy of MK3 that I'll do to them what we all like to do to Shao Khan if I ever catch up with any of them! UNGRATEFUL LITTLE S@%&HEADS!!!!!!
Love and other indoor sports,
Joanne, WA

It was me Joanne. I couldn't help myself. All those knobs! All that plastic! All those men in suits and badges that hauled me off to the dark place. Quite a day out I can tell you.

John Howard speaks; but is it the truth? says Bradley Gallop *(Not me! Not us! Not NMS! Oh no Sir! We wouldn't say that!)*



Just room for: Jess Srawford, Vic Travis McGee, SA

Pauline was a warrior, Whay yey yah,
Pauline went to Florida, with Jean François.
Pauline went to Disneyland, met a mouse,
When she heard it's squeaky voice she kicked it out the house!

Don't let Les get uppity.
Write him c/o our new address:

Les, NMS, PO Box 734,
Crow's Nest, NSW 2065
email: catalyst@popmail.dircon.co.uk

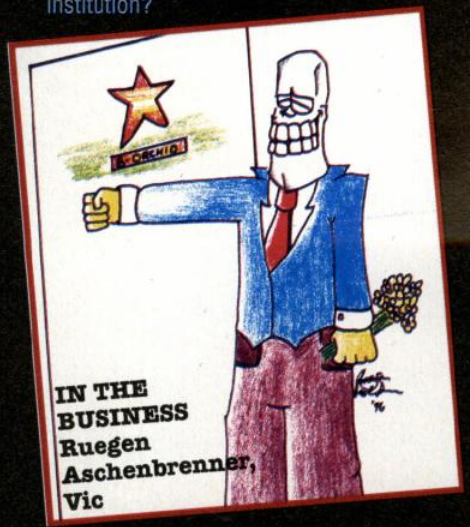
Skull's Graveyard

Still more letters in from Sega lovers who just can't stop buying the mag in spite of themselves. I love it.
Oh, and the PO Box has changed if you want to send me a little something.

To the Mighty Lord Skull,
I have written to you one million two hundred thousand and three times, and not one word has been published. Anyway, I have some questions to ask you:

1. How much will the N64 controllers be?
2. Is Mechwarrior 3050 going to be on the N64?
3. Have you got any cheats for Sim City and Donkey Kong Country 3?
4. Are there going to be any Donkey Kong games on the N64?

From Sam Allington
PS If you think Les is mentally insane, why don't you have him committed to a mental institution?



IN THE BUSINESS
Ruegen Aschenbrenner, Vic

1. *You'll have to cough up $49.95 for an extra controller and they're available right now.*
2. *We haven't heard any news thus far, but what a great idea!*
3. *Oh, alright then. In Sim City, when you get to the end of a tax year, save the game and then re-load it. The Fire service, Police and Transport services all work free for the year. On DKC3, go to the Game Select screen and press L, R, R, L, R, R, L, R, L, R. Then type in 'color' to make Kiddy and Dixie change color. Or you could type in the word 'merry' to change the stars to baubles and the bananas to presents.*

Where Les lives is beyond an institution. More like a space station with nurses and spy cameras.

To Skull,
This is the third time I have wrote to you! If you don't print my letter I'm just going to have to sell my SNES and scoop out a bunch of second hand Sega stuff. As well as that I'll also subscribe to the 0.001% Sega mag. Howzat!

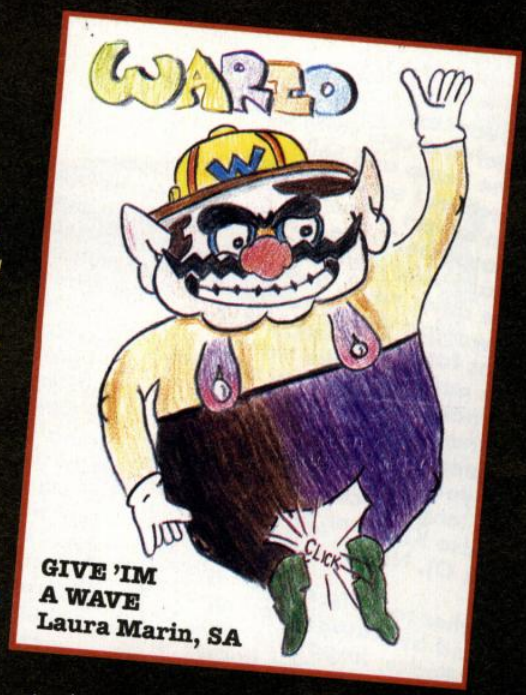
1. How many Banana Birds are there in DKC3?
2. Is Killer Instinct Gold going to be one of the games coming out on the N64?
3. What are the codes for 50 lives, Music Test, and all that stuff on DKC3?
4. Will there be an adapter so you can play SNES games on the N64?
5. As you've probably figured I'm a Rare freak. Will there be any new DKC games on the N64?

Tell Les he smells like Pocahontas, Babe and Sonic mixed with bird poo in a mouldy bun!
Yours Sincerely,
Nickle the legend.

1. *There are 14 Banana Birds in DKC3.*
2. *Sure is. It'll be out on the streets on June 1st this year.*
3. *Go to the Select game screen, and press L, R, R, L, R, R, L, R, L, R and type in the word 'LIVES' to get 50 lives. For the Music Test do the same as before but type in the word 'MUSIC'.*
4. *Doh! I don't think so!*
5. *We've just had confirmation from the guys at Rare that there will be a DK game on the N64 at some point. More news as we have it. Rare are also working on Blast Corps and Goldeneye 007 for the machine.*

To Skull,
I don't read your mag a lot and I like Sega! (Wait, don't stop reading) I do have a Game Boy and I love it. I don't have a lot of games, just about 20,000,000. Is that too many? I hope not! I've got Mortal Kombat 2, Donkey Kong Land, Lion King and Super Mario Land. I want Earthworm Jim 2 and NHL '96. I'm 11 years old and I live in South Africa. We don't get your mag a lot but I do look for it. I've been begging my Mom to buy me a SNES but she won't. (Mega Bummer!)
From, One hell of a beggar.
Nathanial Annandale, South Africa

We don't get many letters from Sith Efereeca, and it always gives me a warm, fuzzy moment when we get a message from Nintendoids from around the world. I think it's criminal that your mother is happy to let you carry on playing a (Blaark!) Sega, but you are forgiven as you've discovered the joys of portable gaming. Keep the faith!



GIVE 'IM A WAVE
Laura Marin, SA

Lord
High Commander Skull,
It is I, team leader N.'head' Marshall (S.M.E.L.L. #46), and all my trustworthy comrades. We are in great need of your help. After setting out on our tactical mission to reach the land of N64 (our nearest Nintendo dealer) by March 1st, we ran into serious trouble. L.E.S. troopers swarmed over us and we were forced to use our standard 'hedgehog killing' shovels to dig ourselves in for protection. Unfortunately, in our haste we dug too deep and cannot get out of our trenches. Please send a skull fighter to drop 'Smell Bombs' to disperse the L.E.S. troopers so we can escape. We will then complete our mission to buy all the N64s before the followers of L.E.S. can.

To keep morale high, can you please tell us more about the 64DD; how much it costs, when will it be available and what games will feature on this unit.
Always in your service,
Team leader N. 'Head' Marshall,
Palm Beach, Gold Coast

The smells are on their way, team leader, complete with six brand new flavours especially for you! Sorry to report that there's been no further news on Nintendo's DD, but here's a recap for those who missed it. The DD will use re-writable 64 meg (that's BIG) disks and will be capable of loading data 3x faster than the Saturn or PlayStation, so smoother playing will be as natural as I am. Check out page 5 to see a piccie of it and some more details. Two of the games that will use the unit are Zelda 64 and Creator, an educational cart which lets you design your own creatures and let them roam around specific environments. So until we get some more news, keep your chin up and your head down!

To the head with no flesh,
It's Speed Racer here. Listen up, I've been buying your mag for a couple of years now and I haven't asked for much, just a review here and a cheat there. So answer this letter or I will run you over in my Mark 5!
Trixy and I are having an argument. She says that Nintendo could make a device which would let you play N64 games on a SNES. I said "bull@$%!", and we made a bet for $10. I wrote this letter to find out who was right.
From Speed Racer,
On a race track.

Trying to play an N64 game on the SNES is like fitting a five course meal into a lunchbox. Tell Trixy she's one rib short of a cage (and 10 bucks poorer!).

Hi Son!
Skull Senior here,
Why haven't you been writing? I've been waiting and waiting. So I decided to write to you and embarrass you at work! So there! Anyway, I want to ask you a few questions. Answer them or you'll be grounded, and I'll cut your allowance!

1. What is Sub Zero's Fatality in MK2 on the Game Boy?
2. What is Reptile's Fatality?
3. How do you do Babalities in MK2 on the Game Boy?

Visit soon or else!
Skull Senior
PS Print this or I'll tell your mother!

Gulp! Er…sorry Pops! Please don't tell Ma, you know what she did with the poker last time. I'm s'posed to be retired from tips now that the Nun and her novices are gainfully employed. Still, seein' as it's you:

1. *Stand next to your reeling opponent and press Forward, Forward, Down, Kick and Forward, Down, Forward, Forward, Punch.*
2. *Press Back, Back, Down and Punch to give your opponent the kiss of death.*
3. *To change your stricken fighter into a baby you'll have to lose one of the rounds and win the final round using only kicks.*

I'll be round, honest!

To Skull,
I've been reading your section in NMS since the very first issue. I'm disappointed to say that not one of my letters has been published. I have even become a subscriber to the magazine. So please, please publish or acknowledge this letter. I have five questions for you:

1. How come there has been no more information on the color Game Boy?
2. Please give us a description of the game War Gods for the Nintendo 64.
3. What kind of things are saved on the N64's Memory Card?
4. If I get an N64, should I keep my SNES? My mum says yes!
5. What's your favourite game on the N64?

Looking forward to your response,
Tyson Hoff, SA

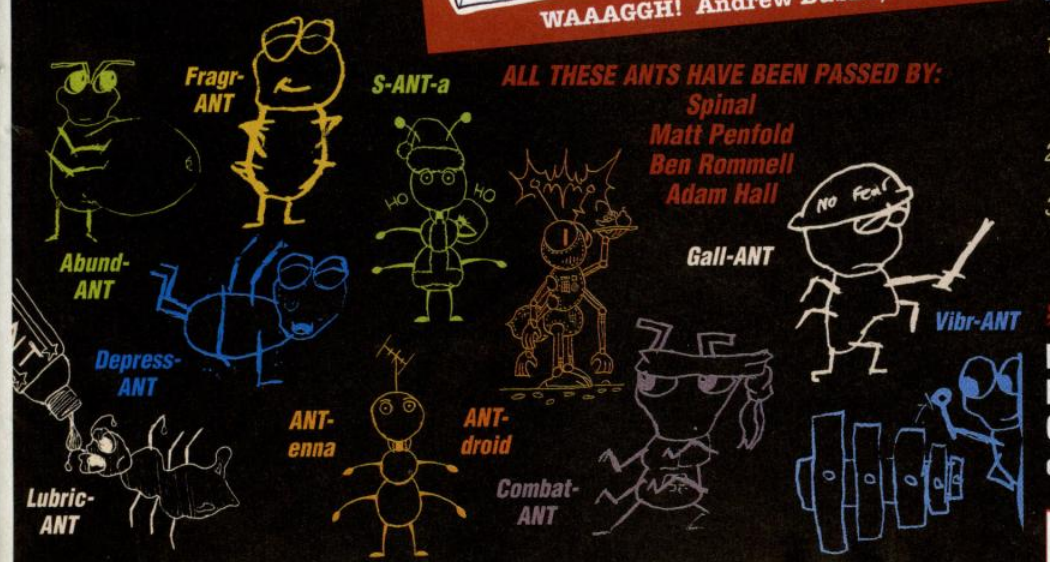
Don't get in a sweat Tyson, I get a million letters a second and, although every single one gets read and glared at, we can't always make room.

1. *We've spoken to Nintendo in the US and they are still going ahead with the Project Atlantis development for designing a color Game Boy. They're not sayin' much else though, so we'll have to wait for more news. You know Nintendo: delays, delays, but worth the wait.*
2. *Williams's War Gods will be a 3D beat 'em up similar to the likes of Tekken and Vitua Fighter. All the characters are humans with supernatural powers, and some of the costumes are interesting, to say the least! GTi are planning an Australian release on 2nd June, but there could be delays in getting development right for that time.*
3. *You'll be able to save all your best game scores on the Memory Pak, and in Turok: Dinosaur Hunter, you'll need a Pak to save the game anywhere.*
4. *Why not sell it to a younger member of the community for an extortionate price? Or what about yer gran?*
5. *At the moment I'm still into Wave Race but I can't find a wet suit to fit.*

COLOUR IT YOURSELF!
No Name, Vic

GO ON, SPIT IT OUT!
Spinal, Somewhere

WAAAGGH! Andrew Bublis, Vic



ALL THESE ANTS HAVE BEEN PASSED BY:
Spinal
Matt Penfold
Ben Rommell
Adam Hall

To the world's biggest numbskull,
I am from Sonic's Air Force and my name is Lieutenant Andrew. My crew has most of your men captured in a POW camp. You may not talk with any of them. We have outnumbered your men. Give up while you can or meet your doom. So, die in war, or stay alive in camps.
LT. Andrew Tennant, NSW

There, there. You just wait a minute while I phone that nice man from the institution to pick you up. I hope you've changed your underwear this time.

Hi boss (or do you prefer master?),
Permission to speak Sir? In this letter, unlike the other six I sent you, please answer these questions. (Note: Skull is the only person I claim, without doubt, to make my skills seem feeble in comparison!)

1. Have you heard any more about Zelda 64? I'm looking forward to playing this game, so could you elaborate on the info?
2. What games will be released along with the Nintendo 64?
3. What makes you and I greatly superior to others?
4. Wil Zelda 64 have any battery backup on the cart?

Thank you for your time Great One, and keep Les away from the plants in the office.
Sanguinius, Qld

1. *Let's take it from the top. Legend of Zelda 64 will be a traditional style Action RPG which features real-time fighting scenes. You'll be able to save your games and other info to the 64DD, a writeable disk drive which attaches to the bottom of the N64. Still no release details as I speak, write, type…*
2. *On the actual release, you got Mario 64, PilotWings 64 and Wave Race 64, but others will be available now.*
3. *Just a greater sense of purpose and dashing good looks. Speaking for myself of course.*
4. *Will Zelda be battery backed? Does the Pope $&@ in the woods? Does Les smell!? Well, do they?*

Dear Skull,
I am sick of d&%*heads writing in and saying they are the best Nintendo player. I bet I could beat 99.9% of those losers. I have played every SNES game and I own 19. I would like the pleasure to ask a few questions:

1. On the N64 will there be a cricket game?
2. Or what about an AFL game?
3. When will this mag stop doing Game Boy reports and reviews?

Skull, you are the legend of this mag!
James Van Heurck, Qld.

1. *We haven't heard of one yet but you never know. Remember how long it took for Super International Cricket to come out on the SNES?*
2. *Nope. No reports as yet. You know, 'World Markets, blaar blaar…'*
3. *We'll keep covering all things 8-bit until the products run out!*

Skull's Graveyard

NMS,
PO Box 734,
Crow's Nest, NSW 2065
email: catalyst@popmail.dircon.co.uk

Master of Nun

Hello hello moi darlin's. Dis month Oi'm joined in me tips with moi dear Abbot, De Deep Fat Friar, an' Master o' Nun, Fader Ned G'donga. Oi've got a wee terrible t'ing to tell ye all. Oi'm bein' called off for a we bit o' missionary work in the Antarctic. De darlin' folk down dare have found a lovely alien buried under de ice, an' Oi've been asked to go an re-animate it for Jaysis.

G'day mates! Blimey! Oiy've been asked by the Nun there t' bring me bag of tipos in, an' Oiy've dragged the bloody thing in on me donk through the hottest bloody arvo in the known world. Some yakka!

Anyways, Oiy've put a few Donko tips ta-getha, some of which're sent in from Nathan Rickuss, NSW; Nik Kearney, QLD; Ruegan Aschenbrenner, Vic; Harvey O'Sullivan, NSW; Adam Sewell, ACT; Steve Vogiatzis, NSW and Luke DeTurt, WA

Well, don't jus' sit there starin'! Read the bloody tips will ya?

SUPER NES

Roight, here's the Donko tips fer starters.

DONKEY KONG COUNTRY 3

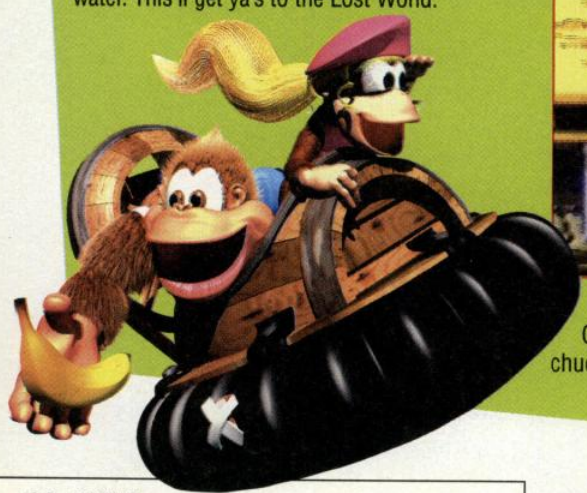
Codes

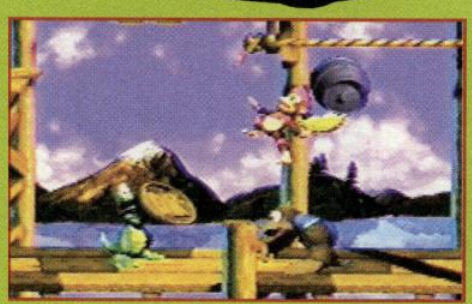
On the Game Select screen, press L, R, R, L, R, R, L, R, L, R. Then type in any of these codes:

MERRY	Turns b'nanas inta presents and stars inta bells.
COLOR	Changes the color of ol' Dixie an' Kiddy.
MUSIC	That'll give ya's a Music Test.
HARDR	Makes it 'arder; y'know, 'arder.
WATER	First waterfall – jump in for 85 Bonus Coins.
TUSFT	No 'alfway barrels.
ASAVE	Game'll save automatically after every stage.
LIVES	50 lives.

Get t' the Lost World

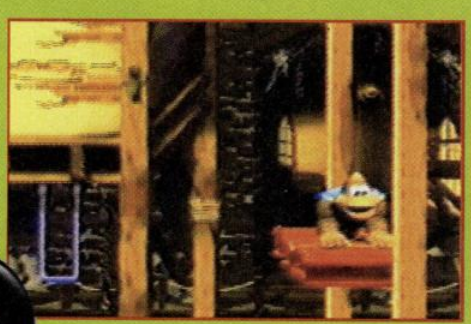
Once you've got the 'overcraft or Turbo Ski from Funky, floiy up to the right of Mekarnos where you'll see some diamond-shaped rocks, circle 'em clockwise and a volcano'll rise up out'a the water. This'll get ya's to the Lost World.





Lakeside Limbo

Go past the first coupla huts an' up to the first ledge. On top, team up using Kiddy and throw your partner Up an' Left as far as ya can.



Doorstep Dash

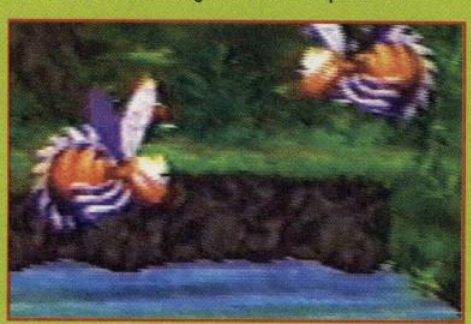
Get up t' the first elevata. Team up and chuck your mate Up and Right into the corner.

Skidda's Row

Jump on to the first snow-'ouse, then team up and sling your mate Up and Left as 'igh as poss.

Murky Mill

Jump on to the first elevata. When it gets t' the top, team up and chuck your partner Up and Left from the lift to get t' that Warp Barrel.



Bobbing Barrel Brawl

In the Kremwood Forest, bust open the first DK Barrel ta get yer mate. Now jump on Buzz and steer yer other Kong just to the right of the bird to find a Warp Barrel.

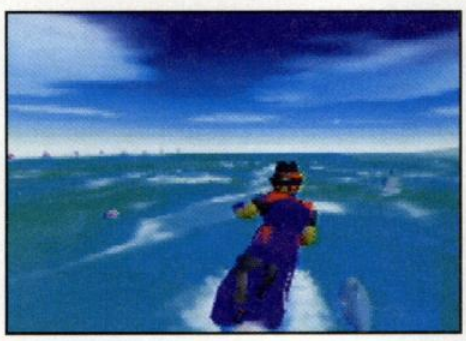
Roiyt, that's that lot over. Time fer a tinnie Oiy reckon. What? Ye want more. All right all right, Oiy'll hava decko in me tucker bag, see what Oiy can drag out.

NINTENDO 64

WAVE RACE 64

Extra Stunt Poiynts
In Stunt Mode, press Start ta pause the game the instant ya hit the water after completin' a stunt. The game'll record extra poiynts, showin' up when ya cross the start line.

Quick Start
Wait for the green light ta flash before blastin' off at the start. If ya get it just right, the extra boost will pump ya' ahead of the others.



Baby Dolpho's
Ta see baby dolphins in Dolphin Park, chase the dolphin as closely as you can. It'll lead ya through the start twice each lap. On the second time watch ta see the little fella jump the dock that's after the starting gate. If he does, you're OK. Keep following and as many as three baby dolphins'll turn up.

Giant Dolph
A giant dolphin'll appear if you play the Warm-Up mode 20 times in a row.

Killer Whale
In Championship Mode, if ya've scored over 35 poiynts before ya reach Southern Island, ya'll see a killer whale swimmin' near the pier. Score over 45 poiynts and two babies'll accompany their mum...

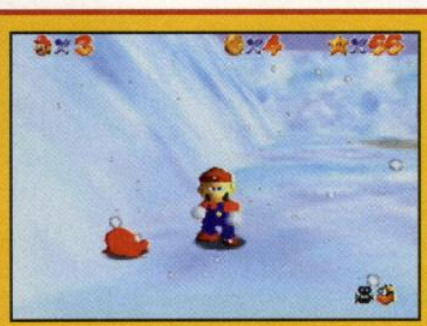
Giant Pengo
A giant penguin'll appear swimmin' in the waters of Glacier Park if ya take first place in every Championship Mode race up ta that poiynt.

MARIO KART 64

Ghost Playa
On the Luigi Circuit complete the course in under 1 minute and 52 seconds and you can then race against ya' own ghost. The ghost is permanently saved inta the game too! Bonza!

Reverse Courses
To find hidden courses (all the normal courses in reverse) get the gold cup every single race in 50cc, 100cc, and 150cc (that's 48 courses).

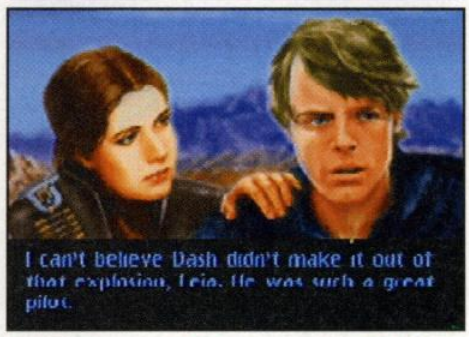
Turbo Start
As the second light dims press A (accelerata). If ya time it right, you'll get a turbo boost that'll ram ya' ahead of the others.



SUPER MARIO 64

Extra Caps
Get ta Course 10 – Snowman's Land and let yourself be blown off the top of the Giant Snowman Mountain. In the process you'll lose ya' cap. Warp between the two trees by the frozen pond, and each time ya warp, a new cap'll appear on top of the first one. If ya collect the cap, ya'll see another one on the ground. Take this and Mario'll hold onta the cap til he quits the level.

STAR WARS: SHADOWS OF THE EMPIRE N64



View End Credits
Enter ya' name as "_CREDITS", pick ya' level of difficulty, and when ya begin the file try and enter the first level (Battle on Hoth). Ya'll see the ending for the difficulty level ya chose.
BUT... in this mode Dash Rendar's always dead!

Challenge Point Bonuses
Collect all the Challenge Points on these levels and ya'll get these awards:

EASY
Ta get the Leebo Scanner collect all the Challenge Points and hold down the camera button fer 5 seconds.

MEDIUM
When ya've got all the Challenge Points, hold down the camera button for 5 seconds ta get ta fly an X-Wing.

HARD
At this level ya'll start with all weapons and get 30 seconds invincibility. Ripper!

JEDI
Collect all the Challenge Points in the Escape from Echo Base level and the Wampas'll join ya ta flatten ya' enemies.

Dash's Afterlife
Win at Hard or Jedi settings and ya can try out the following: In Escape from Echo Base, fire a disruptor blast at the enemies in ya' ship. Ya'll die obviously, but Dash'll carry on playing, even with no lives! Bottler!

More tips! Yas want more bloody tips? Strewth! What's the problem with people nowadays? Bunch o' bloody grabbas that's what yas are!

Nintendo® Game Gurus

There's a little man inside every game who's there to feed secrets to the Gurus. He's got a radio and a set of books, and he never sleeps!

To the Game Gurus,
*I've got 76% in **DKC3** and I'm confused. Are there enough DK coins around to get the master craft because Funky says I need nine and I counted only eight possible places including the Lost World?*
Q'niss, Qld

I bet you haven't beaten K.Rool twice yet.

Dear Gurus,
*In **Super Mario World**, what's the secret in the Valley of Bowser and Cheese Bridge?*
Anonymous, Vic

In Bowser 2 you need to go through two pipes after the midway gate, then stand on the end of the first moving floor. Now jump up and press Left on your controller, then run left.
In Cheese Bridge you'll need to start flying from the midway point and go to the top of the room. After passing over all the flying saws, swoop down and fly under the goal post to go through a second one.

Dear Game Gurus,
*I am having a bit of a problem. I can't figure out what BL means in **Mortal Kombat**. Please tell me what it means. Thanks.*
Neil Paly, Qld

You're referring to Block (L Button)

To the Gurus,
*I need help for **Super Metroid**. I can only find seven items – Missiles, Bombs, Charge Beam, Super Missiles, Morphing Ball and Varia Suit. Where are the rest?*
Chris Dittman, Qld

The next items you need to find are the Speed Booster Boots. You'll find them in the top right hand corner of Norfair, and you need to go through the room with the green bubbles to get there.

*On the Swoopy Salvo stage in **DKC3**, how do I get to the last Bonus Barrel?*
Marcus Bianco, Vic

The last Bonus Barrel is above the second set of woodpeckers after the continue point. You'll need to bounce off them to get to the branch above.

Dear Game Gurus,
*I need help. I have lots of codes for my games, except most of them are in numbers or letters not on the control panel. How do you get them to work? Also, how do you get the two question marks behind the castles in **Yoshi's Island**?*
Bradley Morgan, Curry King Island

The codes you are referring to are for the Action Replay or Game Genie. These products are not endorsed or licensed by Nintendo Australia.
To get those question marks you need to score 100% in all the other levels of that world.

To the Gurus,
*In **Super Metroid**, how do you get the Gravity Suit?*
Anonymous, NSW

You need to defeat the boss of the wrecked ship. Now go outside and look along the ground for a hole. Go down the hole, roll into a ball whilst in the Chozo Statue's hands.

Dear Gurus,
*How do you get the DK Coin in Springin' Spiders, Ripsaw Rage and Kong-fused Cliffs? (**DKC3**) Thanks a bunch!*
Joel Garvey, WA

Springin' Spiders – After the continue barrel, go to the top of the next tree on the right. Then jump on top of the last jumping spider, and team up with Dixie. When the spider reaches the top of his jump, jump up and throw Dixie up and left.
Ripsaw Rage – Stand under the letter G and throw Dixie straight up. When she gets to the top take the steel barrel right, then get on the branch above the crocodile and throw the barrel right.
Kong-fused Cliffs – Go through the level to the end and just before the last rope runs out, jump left to get the steel barrel and then throw it left, and then jump down in front of the doorway.

Dear Gurus,
*In **Mortal Kombat 3** on the Game Boy, how do I play as Smoke?*
Chris Thompson, NSW

You need to go to the Kombat Kode screen and enter, MK, Skull, Yin Yang, #3 and ?.

To the Game Gurus,
*In **Mystic Quest Legend** I killed the Ice Golem and now I can't get to the Fireberg. How do I get there?*
*In **Donkey Kong Country 2**, is there a code for more than five lives?*
Scott Petigrew, SA

After getting the Venus Key, go to the Focus Tower and get on to 2F. Then move the statue left to the wall, then down to the wall, then left to the peg on the floor. Now exit the tower and re-enter from the bottom and go to 2F and jump across the statue.
In DKC2, go to the one or two player select screen and enter Y, A, Select, A, Down, Left, A, Down.

To the Game Gurus,
*I am completely unable to find the fifth Golden Leaf in **Legend of Zelda – Link's Awakening**. How can I 'check the raven by the castle' when I don't know how? Please reply as I am desperate to finish this incredible game.*
Frank Ingrati, NSW

There are two leaves outside the castle, one is from defeating the raven and the other from the man who throws bombs out of the ground.

Dear Gurus,
*In **Unirally** on the SNES, could you please tell me how to get the Gold Medal? Thanks!*
Shayne Cathie, Vic

You need to defeat the computer in every track of the tour three times.

Dear Game Gurus,
*In **Star Wing**, how do I get to the Black Hole?*
Anonymous.

Go to level one – Asteroid Field, and about halfway through you will see three spinning asteroids with one red asteroid in the centre. Fly close to the centre asteroid and shoot it, and repeat this for the other three then veer to the left. You should see a gray asteroid with a face on it. Shoot until it explodes, then enter the hole.

1902 - 241 001

Call the Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help, and details of up and coming NMS issues and contents. 7 days a week, midday to 9 p.m.

SUPER NES

TOY STORY

Invincibility
In the first level (That Old Army Game), go ta the chest of drawers with the bucket of soldiers on it and bounce up ta the bottom drawer. Then press Down on the control pad and hold it fer about 8-10 seconds until the star in the top left corner starts to spin. Woody's now invincible.

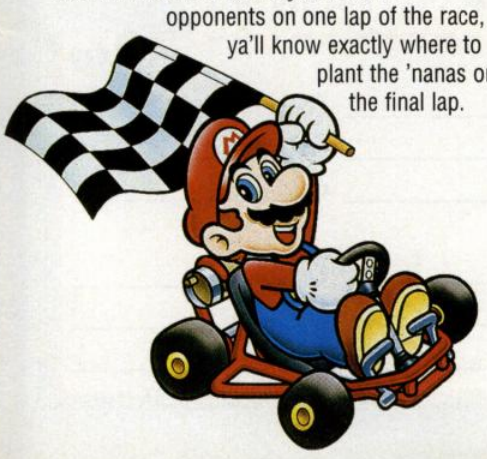
SUPER MARIO KART

Zip Start
When lining up before a race, Lakitu (the guy in the cloud) will hold up a traffic light which goes Orange, Orange, Green. Press an' hold down ya' accelerator between the two orange lights, and when it goes ta Green your car'll have a head start! Toofta!

Shootin' Bananas
When ya pick up a 'nana during a race, press Up and A to shoot it rather than plant it.

Plantin' Green Shells
When ya've a Green Shell ready press Down and A to plant it rather than shoot.

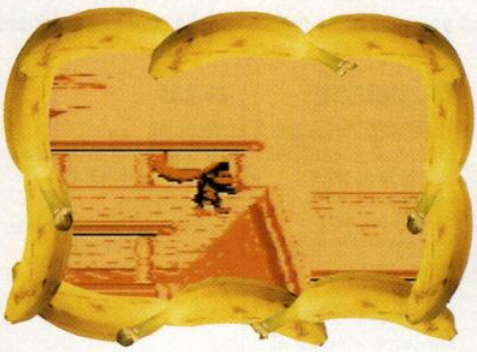
Race Against Computer
The computer opponents in Mario Kart always follow the same route. If ya follow the opponents on one lap of the race, ya'll know exactly where to plant the 'nanas on the final lap.



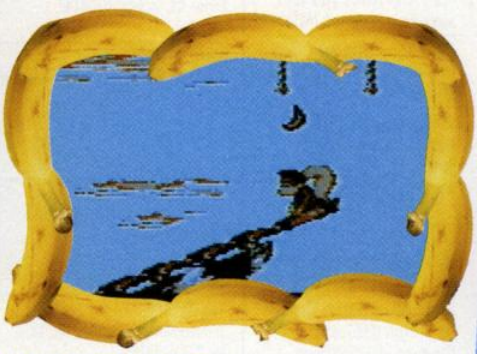
GAME BOY

DONKEY KONG LAND 2

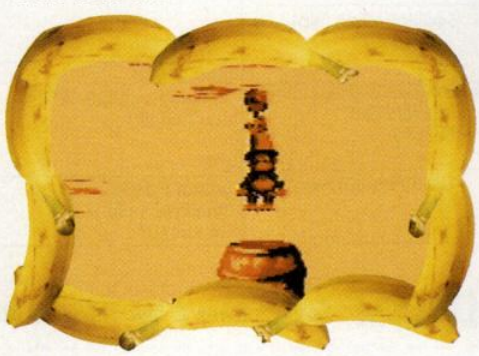
Sandgropa' Danny Parke sent in these Barrel Blasts t'add to the ol' NMS playguide. Good on ya Danny!



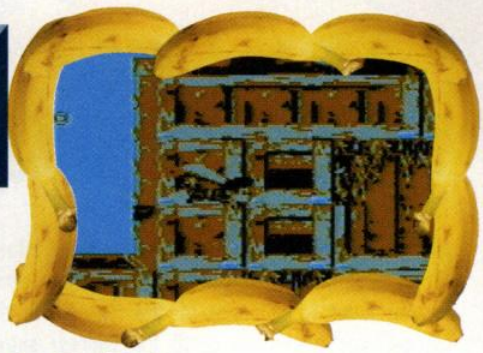
Pirate Panic
Go right until ya reach a rise in the deck. Choose Dixie an' fly off the right as far as ya can. A barrel'll appear and shoot ya ta the end of the level.



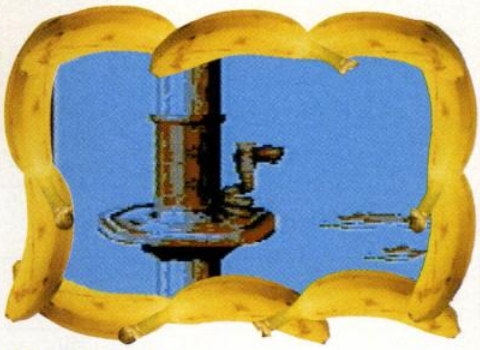
Mainbrace Mayhem
Go ta the top o' the first sloping sail and fly left as far as ya can (but don't collect the 'nanas). Ya should land on a crow's nest with a rope ladder next ta it. Climb ta the top of the rope ladder, then go across ta the left and jump off. A barrel'll appear and blast ya right ta the end of the level. OK?



Gangplank Galley
From the start go left and jump up on ta the two drums on top of each other. Jump on ta the hook, then on ta the second. From here jump an' spin as far right as poss, without collecting coins or 'nanas. The blast barrel'll appear shortly after.



Lockjaw's Locker
Jump inta the worta' and stay close ta the right wall. The second box from the bottom is the entrance, so swim inside and left ta reach the barrel.



Topsail Trouble
Jump inta the snake barrel, then go left ta the first crow's nest. Stand on the very edge of the nest, charge up the Super Jump. Now jump and the Blast Barrel'll appear.

Cheers ta' li'l rippers Harvey O'Sullivan (NSW) Marie Cambrey outa' Vic, an' Kiwi Welfe Bowyer. Thanks ta all'a the others who've rattled off a few tipos but didn't get 'em in this time. Hopefully ol' Nunno'll be back t' keep ya's up t' speed next time, so Oiy'll head back t' the bush. See ya's!

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SWAP & SELL

All the Swap & Sell entries are divided into States so you can quickly find the swappers and sellers in your area. If you want to get hold of a game or you want to get shot of one then fill in the form below (neatly please!) and post it to us at the address shown. We'll print all the address and phone number details in the mag that you send us so make sure you've got permission from the olds to send them in. If you don't want us to print your whole address just give us a town or a city and a phone number. If you find a game you want then just ring the number and arrange a deal. It's up to you to haggle and to sort out the details! Make sure you check before you go ringing all round the country too!

NEW SOUTH WALES

DETAILS	WANTS	WILL SWAP/SELL
TIM HEINZ 4 Mahogany Close, Mt Pleasant, Penrith, NSW 2749. Tel: 047 302418		Zero the Kamikazi Squirrel (SNES) Bubsy the Bobcat (SNES) Super Mario World (SNES) The Lost Vikings (SNES) $200 for all games or $50 each
ANDREW CLARK 40 The Esplanade, Wagga Wagga, NSW 2650. Tel: 069 216 583	Separation Anxiety (SNES) Super Mario All Stars (SNES) Donkey Kong Country (SNES)	PGA Tour (SNES) StarWing (SNES) Donkey Kong Country 2 (SNES)
NICK BALL 55 Salisbury Rd, Rose Bay, Sydney, NSW 2029. Tel: 363 9574	Desert Strike (SNES) Jungle Strike (SNES) Urban Strike (SNES)	Super Castlevania IV (SNES) $85 or swap
ROBERT TURBET Lot 3, Millingandi Rd, Millingandi, NSW 2549. Tel: 064 956786	Donkey Kong Land 2 (Game Boy) Super Mario Land (Game Boy)	Donkey Kong Land (Game Boy) Double Dragon II (GB) US
TOM MISDALE 11 George St, Avalon Beach, Sydney, NSW 2107. Tel: 02 9973 1144	Any Battletoads game (SNES) Donkey Kong Country (SNES) Black Hawk (SNES)	Stunt Race FX (SNES) NES + Ninja Turtles, Duck Tales, Super Mario Brothers 3 (NES) Sell
ANDREW FORD Keera, Condobolin, NSW 2877 Tel: 068 965332	Donkey Kong Land 2 (Game Boy) Donkey Kong Country 3 (SNES)	Primal Rage (SNES) Swap Tetris (Game Boy) $15 Killer Instinct (Game Boy) Swap
KURT ADAMS 2 Jasmine Close, Glenmore Park, NSW 2745. Tel: 047 333120	Super Empire Strikes Back (SNES) Super Mario Kart (SNES) Worms (SNES) Lord of the Rings 2 (SNES) Pro Action Replay 3 (SNES Hardware)	USA World Cup '94 (SNES) Mortal Kombat 3 (SNES) Fortified Zone (Game Boy) Ghostbusters 2 (Game Boy)
ANDREW THOMAS 5 O'Brian Road, Londonderry, NSW 2753. Tel: 045 783423	MegaMan X2 (SNES) Super Action Replay (SNES Hardware) Theme Park (SNES)	Cannon Fodder (SNES) Wave Race (Game Boy) Pac in Time (Game Boy)
PHILLIP SAIDI 17 Seale St, Burwood, Sydney, NSW 2134. Tel: 9744 1940	Mortal Kombat 3 (SNES) Donald Duck in Maui Mallard (SNES) Tiny Toons Adventures (SNES)	Batman Returns (SNES) $50/Swap Super Tennis (SNES) $50/Swap Lion King (SNES) $50/Swap
CHRIS GORIS 10/20 Cascade St, Wentworth Falls, NSW 2782. Tel: 047 571624	Ultimate Mortal Kombat 3 (SNES)	Mortal Kombat 3 (SNES) Terminator 2 (SNES)
DAVID MCCARTIN 20 Cedar Drive, Bathurst, NSW 2795 Tel: 063 322703	Donkey Kong Country 2 (SNES) Earthworm Jim 2 (SNES) Earthworm Jim (Game Boy)	Super Metroid (SNES) $30 Tetris (Game Boy) $20 Super Mario Land (GB) $20
NICHOLAS STARTE 101 Kameruka Rd, Northbridge, NSW 2063. Tel: 99585663	Earthworm Jim 2 (SNES)	Wario Land (Game Boy) Swap
MILES CHESTER 55 Stephen Drive, Woonana, NSW 2517 Tel: 042 849828	Wolverine (SNES)	Super Mario All Stars (SNES) with manual

QUEENSLAND

ANGUS MCLAUCHLAN PO Box 1061, Mackay, Qld 4740 Tel: 079 549776	Mario Paint (SNES) Swap Yoshi's Island (SNES) Swap Super Mario Kart (SNES) Swap	Lemmings 2 (SNES) Plok (SNES)
MIKE WALLIS 21 Rosa Close, Edmonton, Qld 4869 Tel: 070 555314	Donkey Kong Country (SNES)	Killer Instinct (SNES) Swap
TY MCMILLAN 359 Thozet Rd, North Rockhampton, Qld 4701. Tel: 079 2622121	Mortal Kombat II (SNES) Mortal Kombat 3 (SNES) Rock 'n' Roll Racing (SNES)	
ANTHONY SPENCER 8 Glenbrook Ave, Benowa, Gold Coast, Qld 4217. Tel: 07 5597 0457	MegaMan 7 (SNES) World Heroes (SNES) Theme Park (SNES) Yoshi's Island (SNES) Mortal Kombat 3 (SNES) Killer Instinct 2 (SNES) Kirby's Fun Pak (SNES) Donkey Kong Country 3 (SNES) Booger Man (SNES) Animaniacs (SNES) Aaahh!!! Real Monsters (SNES) Unirally (SNES) Wario Land (Game Boy)	
AARON ADAMS Karloo Rd, Carmila, Qld 4749	Donkey Kong Land (Game Boy) Killer Instinct (Game Boy) Earthworm Jim (Game Boy)	Dr Mario (Game Boy) Pop Up (Game Boy) Gargoyles Quest (Game Boy)
BARRY ROBERTS 270 South Station Rd, Raceview, Ipswich, Qld 4305. Tel: 07 3281 7226	Shadow Run (SNES) Swap or Buy	The Blues Brothers (SNES) Swap Equinox (SNES) Swap Illusion of Time (SNES) Swap Castlevania IV (SNES) Swap Wing Commander (SNES) Swap Yoshi's Island (SNES) Swap
CARL OLTO (OTIS GIBSON) c/- Post Office, Mondure, Qld 4611 Tel: 078 689843	Donkey Kong Country 2 (SNES) The Legend of Zelda (SNES) Secret of Mana (SNES) Killer Instinct (SNES) Doom (SNES)	Killer Instinct (Game Boy) The Legend of Zelda (Game Boy) Metroid II (Game Boy)
NEIL RICKARD 27 Freestone Rd, Warwick, Qld 4370 Tel: 076 613819	Stunt Race FX (SNES) NBA Jam TE (SNES) Super International Cricket (SNES)	TMNT Tournament Fighters (SNES) Mortal Kombat 2 (SNES) Super Mario All Stars (SNES)
PAUL BAKEWELL 2/1409 Gold Coast Highway, Palm Beach, Qld 4221. Tel: 07 5520 0480		SNES + 48 games, 4 joypads, multitap, overseas converter, mouse, scope gun + every issue of NMS for sale. The lot $750

SOUTH AUSTRALIA

GARY PHILLIPS 40 11th Street, Renmark, SA 5341 Tel: 085 865637	Dragonheart (Game Boy) Batman (Game Boy) Battletoads (Game Boy) Looney Tunes (Game Boy) Robin Hood (Game Boy) TMNT Fall of the Foot Clan (Game Boy)	Double Dragon (GB) $20/Swap DynaBlaster (GB) Swap World League Basketball (SNES) $20/Swap
MARK ELDRIDGE 18 Linwood Ave, Aldgate, SA 5154 Tel: 08 339 3891	Donkey Kong Land 2 (Game Boy) MegaMan X2 (Game Boy) Super Return of the Jedi (Game Boy) Games preferably with manuals & boxes. Will pay postage.	
ANDREW BRERETON Piccadilly Rd, Erafers, SA 5152 Tel: 8339 4717	Urban Strike (SNES) Jungle Strike (SNES)	Super Tecmo Basketball (SNES) Earthworm Jim 2 (SNES)

NEW ADDRESS! *Send to:* **Swap & Sell, NMS, PO Box 734, Crow's Nest, NSW 2065.**

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DANIEL LAWRENCE 14 Balfour Rd, Springfield, SA 5062 Tel: 08 379 5579	ChronoTrigger (SNES) Secret of Mana (SNES)	Super Mario World (SNES) $60 Super Metroid (SNES) $40
DAIMA YAGI 8 Hill Road, Eden Hills, Adelaide, SA 5050. Tel: 370 2312	Universal Adaptor (SNES Hardware) Secret of Mana (SNES) Super Bomberman (SNES) 4 Player Adaptor (SNES Hardware)	Super Mario All Stars (SNES) Super Game Boy (SNES/GB Hardware) Secret of Evermore (SNES) NBA Jam TE (SNES)
WILLIAM ZAHRA 43 Reordan Drive, Greenwith, SA 5125 Tel: 08 8289 7733		Stunt Race FX (SNES) Sell Super Mario All Stars (SNES) Sell Donkey Kong Country (SNES) Sell Console + 1 Controller (SNES) Sell 1 Controller (SNES) Sell
DAVID ROTHALL 301 Adelaide Rd, Murray Bridge, SA 5253. Tel: (085) 322756	Breath of Fire (SNES) Breath of Fire 2 (SNES)	
JAMIE CADDY 3 Alder Dve, Seaford, Adelaide, SA 5169 Tel: 08 8327 0903	Tetris (Game Boy) Doom (SNES) Mortal Kombat 3 (SNES) Cricket (SNES) Donkey Kong Country 2 (SNES) Killer Instinct (SNES)	Super Metroid (SNES) Swap Ghouls 'n' Ghosts (SNES) Swap Robocop vs Terminator (SNES) Swap Castlevania IV (SNES) Swap Sim City (SNES) Swap Jordan – Windy City (SNES) Swap
CALLUM FERGUSSON-STEWART 34 John St, Eastwood, SA 5063 Tel: 08 8272 0880	Super Bomberman (SNES) Super Bomberman 2 (SNES) Super Bomberman 3 (SNES)	Stunt Race FX (SNES)
CRAIG SMITH 12 Montgomerie Tce, Streaky Bay, SA 5680. Tel: 086 261 209	Rock 'n' Roll Racing (SNES) Secret of Evermore (SNES) Super Strike Eagle (SNES) Jungle Strike (Game Boy) Donkey Kong Land (Game Boy) Urban Strike (Game Boy) Killer Instinct (Game Boy)	Revolution (SNES) Swap Desert Strike (Game Boy) Swap Metroid II (Game Boy) Swap

TASMANIA

C J HARPER 6 Albert St, Branxholm, Tas 7261 Tel: 03 6354 6219	Game Genie (SNES Hardware) ChronoTrigger (SNES) PAL Breath of Fire (SNES) PAL	ChronoTrigger (SNES) US $75 Secret of Evermore (SNES) $60 Lord of the Rings (SNES) $45
LEIGH HARPER 6 Albert St, Branxholm, Tas 7261 Tel: 03 6354 6219	Boxing Legends of the Ring (SNES) Best of the Best (Karate) (SNES) Dragon (Bruce Lee) (SNES)	Super Soccer (SNES) $30 True Lies (SNES) $45 Unirally (SNES) $40

VICTORIA

JAYDEN POWELL 464 Blackshaws Road, Melbourne, Vic 3025. Tel: 9314 7091	Wario Land (Game Boy) Donkey Kong Country (SNES) Kirby's Dream Land (Game Boy) Kirby's Dream Land 2 (Game Boy) MegaMan 12 (SNES) Tetris Blast (Game Boy) Olympic Summer Games (Game Boy) Vegas Stakes (Game Boy) Vegas Stakes (SNES) MegaMan (Game Boy) MegaMan 2 (Game Boy) Bubsy the Bobcat (SNES) Bubsy the Bobcat 2 (SNES) Wave Race (Game Boy) Baseball (Game Boy) Dr Mario (Game Boy) Game Boy Gallery 5 in 1 (GB) Golf (Game Boy) Mario & Yoshi (Game Boy) Space Invaders (Game Boy) Zelda 5 (Game Boy) Mario's Picross (Game Boy) Tetris (Game Boy) Wario Blast (Game Boy) Donkey Kong (Game Boy) Donkey Kong Land (Game Boy) Tetris 2 (Game Boy) Street Fighter (Game Boy) Street Fighter II (Game Boy) any Street Fighter game (SNES) Yoshi's Cookie (Game Boy) Warios Woods (SNES) Tetris (SNES) Dr Mario (SNES)	Mario is Missing (SNES)
JUSTIN DAVIDSON 48 Summerlea Street, Trafalgar, Vic 3824. Tel: 056 332189		Yoshi's Island (SNES) $75 Killer Instinct (SNES) $70 F-1 Race (GB) $15 (with 4 player adapter) Primal Rage (Game Boy) $30
TONY MAIL 112 Lorimer St, Crib Point, Vic 3919 Tel: 059 838895	Shadow Run (SNES)	
MICHAEL DUCAT 5 Louis St Long C, Bendigo, Vic 3550 Tel: 054 435735	NBA Live '96 (SNES)	Zelda III (SNES) $55 Battletoads (SNES) $30
SHANE TURLEY 28 Rae Ave, Edithvale, Melbourne, Vic 3196. Tel: 03 9772 0853	Bubsy the Bobcat 2 (SNES) Super Mario RPG (SNES) Super Mario World (SNES) Super Mario Kart (SNES) Any Mario game (SNES)	Killer Instinct (SNES) Battletoads in Battlemaniacs (SNES) Crash Dummies (SNES)
KOL KIRI 235 High St, Thomastown, Vic 3074 Tel: 9465 2438	Cannon Fodder (SNES) Doom (SNES)	Super Mario All Stars (SNES) World Cup USA '94 (SNES)

DETAILS	WANTS	WILL SWAP/SELL
SAM NIGHTINGALE Lot 20 Spring Rd, Monbulk, Vic 3793 Tel: 03 9756 7546	Olympic Summer Games (Game Boy) with manual	Tennis (Game Boy) Alien Olympics (Game Boy) with manuals
LEONARD HAIGH 4 Jordan St, Somerville, Vic 3912 Tel: 059 775638		Super Mario Land 2 (Game Boy)
DANIEL MEADOWS 64 Monbulk Rd, Mt Evelyn, Melbourne, Vic 3796. Tel: 9737 0967	Super Mario World (SNES) Doom (SNES) Earthworm Jim (SNES) Earthworm Jim 2 (SNES)	Mario is Missing (SNES) Swap Aladdin (SNES) Swap Yoshi's Island (SNES) Swap
JONATHAN LANG "Gnotuk" 210 Farmers Rd, Meeniyan, Vic 3956. Tel: 056 647563		Game Boy (GB Hardware) Sell F1 Race (Game Boy) Sell 4 player adaptor (GB Hardware) Sell
GLEN PAKARINEN RMB 1450, Hirst Rd, Boolarra, Vic 3870 Tel: 051 696628	Donkey Kong Country 2 (SNES) NBA Live '96 (SNES) NBA Jam TE (SNES)	Nigel Mansell World Championship Racing (SNES) Super Mario Kart (SNES) Killer Instinct (SNES)
LANCE ETTIA 18 Campbell Ave, Mount Dandenong, Vic 3767. Tel: 03 9751 1910	Killer Instinct 2	Desert Strike
AARON DOWNES 21 Powell Cres, Maidstone, Vic 3012 Tel: 9318 3164	Doom (SNES)	Super Mario All Stars (SNES)
JOHN MACKLIN 1/5 Barkes Ave, Lakes Entrance, Vic 3909. Tel: 51 55 3883 email: macklin@b150.aone.net.au		SNES, 2 control pads, pro act 3, 18 games, Super Metroid, Cannon Fodder, Donkey Kong, Donkey Kong 2, etc. 100s of cheats, 30 Hyper Mags, plus other gaming mags. All boxed, all manuals, as new, will not separate, absolute bargain. $600 for the lot.

WESTERN AUSTRALIA

DION GALATIS 26 Brighton St, Cottesloe, Perth, WA 6000. Tel: 384 9955	Mortal Kombat 3 (SNES) Lion King (SNES) Star Wars (SNES)	Crash Dummies (SNES) Battletoads (SNES) Super Metroid (SNES)
BRYN ALLAN Lot 1 Kimberly Rd, Clackline, WA 6564 Tel: 5741215	Donkey Kong Land (Game Boy) Chess Master (Game Boy) Scrabble (Game Boy) Battletoads (Game Boy) Vegas Stakes (Game Boy) Micro Machines 2 (Game Boy)	Mario & Yoshi (Game Boy) Nigel Mansell World Champ. (GB) Super Mario Land (Game Boy) Kirby's Dream Land (Game Boy) Defender/Joust (Game Boy) Killer Instinct (Game Boy) Worms (Game Boy) Monster Truck Wars (Game Boy)
BEN COOPER 7 Fenwick Mews, Perth, WA 6028 Tel: 305 5265	Secret of Mana 2 (SNES)	Killer Instinct (SNES)
BEN FARRUGIA 33 Ripley Way, Duncraig, Perth, WA 6023. Tel: 09 447 5797	Yoshi's Island (SNES) FIFA Soccer '96 (SNES) Secret of Evermore (SNES) Breath of Fire II (SNES) Aaahh!!! Real Monsters (Game Boy) Zelda – Link's Awakening (Game Boy)	Super Mario Kart (SNES) Swap Stunt Race FX (SNES) Swap Another World (SNES) Swap Parodius (SNES) Swap Plok (SNES) Swap Nintendo World Cup (Game Boy) Swap
JASON IVES 16 Alvaston Dr, Carine, Perth, WA 6020 Tel: 09 448 6805	Zelda – Link's Awakening (Game Boy) Olympic Summer Games (Game Boy) FIFA Soccer '95 (Game Boy) FIFA Soccer '96 (Game Boy)	Super Mario Land 2 (Game Boy) Navy Seals (Game Boy) Spiderman (Game Boy)
AMANDA LEE ARRIGO 1600 Cook St, Mt Helena, Perth, WA 6082. Tel: 09 572 1952	Earthworm Jim (SNES) Earthworm Jim II (SNES) Micro Machines 2 (SNES) Bubsy the Bobcat II (SNES) Nigel Mansell's World Championship (SNES)	Rock 'n' Roll Racing (SNES)
JOSEPH DEMMERY 91 Derry Ave, Armadale, WA 6112 Tel: 09 497 2328	Zelda II (SNES) Zelda IV (SNES) Shadowrun (SNES)	Drakkhen (SNES) (need converter) Mystic Quest Legend (SNES)
ALAIN LECOQ 281 Odin Dr, Stirling, Perth, WA 6021 Tel: 09 445 1315	Rock 'n' Roll Racing (SNES) Legend of Zelda (NES) Zelda IV – Link's Awakening (Game Boy)	StarWing (SNES) Super Soccer (SNES) MegaMan 3 (NES) Mission: Impossible (NES) Super Mario Land (Game Boy)
CARL HANNEMANN 52 Waterloo Cres, Lesmurdie, Perth, WA 6076. Tel: 291 7525	Zelda – A Link to the Past (SNES) Buy	Mortal Kombat 3 (SNES) $40
ANDREW BUNNEY 24 Greenlaw St, Duncraig, WA 6023 Tel: 09 246 9212	Wario Land (Game Boy) Yoshi's Island (SNES) Bubsy the Bobcat 2 (SNES) ClayFighter 2 (SNES)	Killer Instinct (SNES) Swap Bart Simpson: Camp Deadly (GB) Swap Home Alone (Game Boy) Swap Spiderman (Game Boy) Swap
ROBERT MACKIE 34 Winston Way, Esperance, WA 6450 Tel: 090 711920	Super Mario Kart (SNES)	Donkey Kong Country (SNES)
CHAD COPELAND PO Box 480, Narrogin, WA 6312 Tel: 098 836 130	Micro Machines (SNES) Bomberman (Game Boy) Baseball (Game Boy) Super Mario Land (Game Boy) Sim City (SNES) Bubsy the Bobcat (SNES)	MegaMan X (SNES) Bart & the Beanstalk (Game Boy) Yoshi's Cookie (Game Boy) Wario Blast (Game Boy) Kirby's Dreamland (Game Boy) Wario Land (Game Boy)
JORDAN HARRIS 64 John Street, Beverley, WA 6304 Tel: 096 461112		Mortal Kombat 3 (SNES) $50

BACK ISSUES

YOU KNOW WHAT IT'S LIKE...

You've rushed down to the newsagent to discover that they've just sold the last copy of this month's NMS. And you desperately needed the last part of that Mario guide too! WORRY NO MORE! Back issues of recent copies of NMS are now available for $7.99 (AUS$9.49 in NZ) including postage.

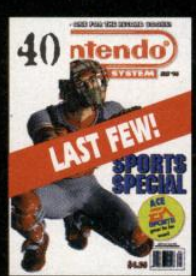
So, take a look at the listings here and choose the mags you want then fill in the form below. Stick the form in an envelope together with a cheque/money order payable to 'NMS' and send the lot to the address below (please note the new address from this month). So what are you waiting for?!

ISSUE 36: March
SNES: Spawn, DKC2, Primal Rage, Micro Machines 2, True Lies, Earthworm Jim 2, MegaMan 7, WWF, Hungry Dinosaurs, Frank Thomas Big Hurt Baseball, Foreman For Real.
GAME BOY: Mickey Mouse V, Micro Machines 2.

ISSUE 37: SOLD OUT

ISSUE 38: May
SNES: NHL '96, Breath of Fire II, Final Fight 3, Weaponlord, Yoshi's Island, TinTin in Tibet, Doom.
GAME BOY: Return of the Jedi, Tetris Blast.
ARCADE: Killer Instinct 2.
N64: PilotWings 64, Zelda 64, Super Mario Kart R, Wave Race 64, Body Harvest, Shadows of the Empire, Buggie Boogie, StarFox 64, Kirby Bowl 64.

ISSUE 39: SOLD OUT



ISSUE 40: July
SPORTS SPECIAL
SNES: Ken Griffey Jr, Foreman For Real, NHL '96, Olympic Games, 90 Minutes Soccer, PGA '96, Super International Cricket.
GAME BOY: Olympic Games, PGA '96, NHL '96.
N64: Wayne Gretzky's 3D Hockey, Turok, Wave Race 64.

ISSUE 41: SOLD OUT

ISSUE 42: SOLD OUT

ISSUE 43: October
RPG SPECIAL
SNES: Super Mario RPG, Pinocchio, Secret of Evermore.
GAME BOY: Dragonheart, Pinocchio, Zelda - A Link To The Past.

ISSUE 44: SOLD OUT

ISSUE 45: December
SNES: Prince of Persia 2, Donald in Maui Mallard, Toy Story.
GAME BOY: Wave Race, Kirby's Block Ball, Tetris Attack, Baseball.
N64: Super Mario 64, Wave Race 64.

ISSUE 46: January
SNES: Street Fighter Alpha 2. **GAME BOY:** Pocahontas, Donkey Kong Land 2. **N64:** Killer Instinct Gold, Super Mario 64, PilotWings 64.
Features: Iguana Entertainment Interview.

ISSUE 47: February
N64: Wave Race 64, Super Mario 64, Clayfighter 3, Rev Limit, Wild Choppers, Mace: The Dark Age, Doraemon, Chameleon Kid **SNES:** Super Star Wars, Donald in Maui Mallard **GAME BOY:** Star Wars, Donkey Kong Land 2.
Features: Reader Survey.

ISSUE 48: March
N64: Mario Kart 64, Shadows of the Empire, Turok: Dinosaur Hunter, Super Mario 64, PilotWings 64. **SNES:** Terranigma. **GAME BOY:** Donkey Kong Land 2.
Features: History of the N64, Melbourne Grand Prix.

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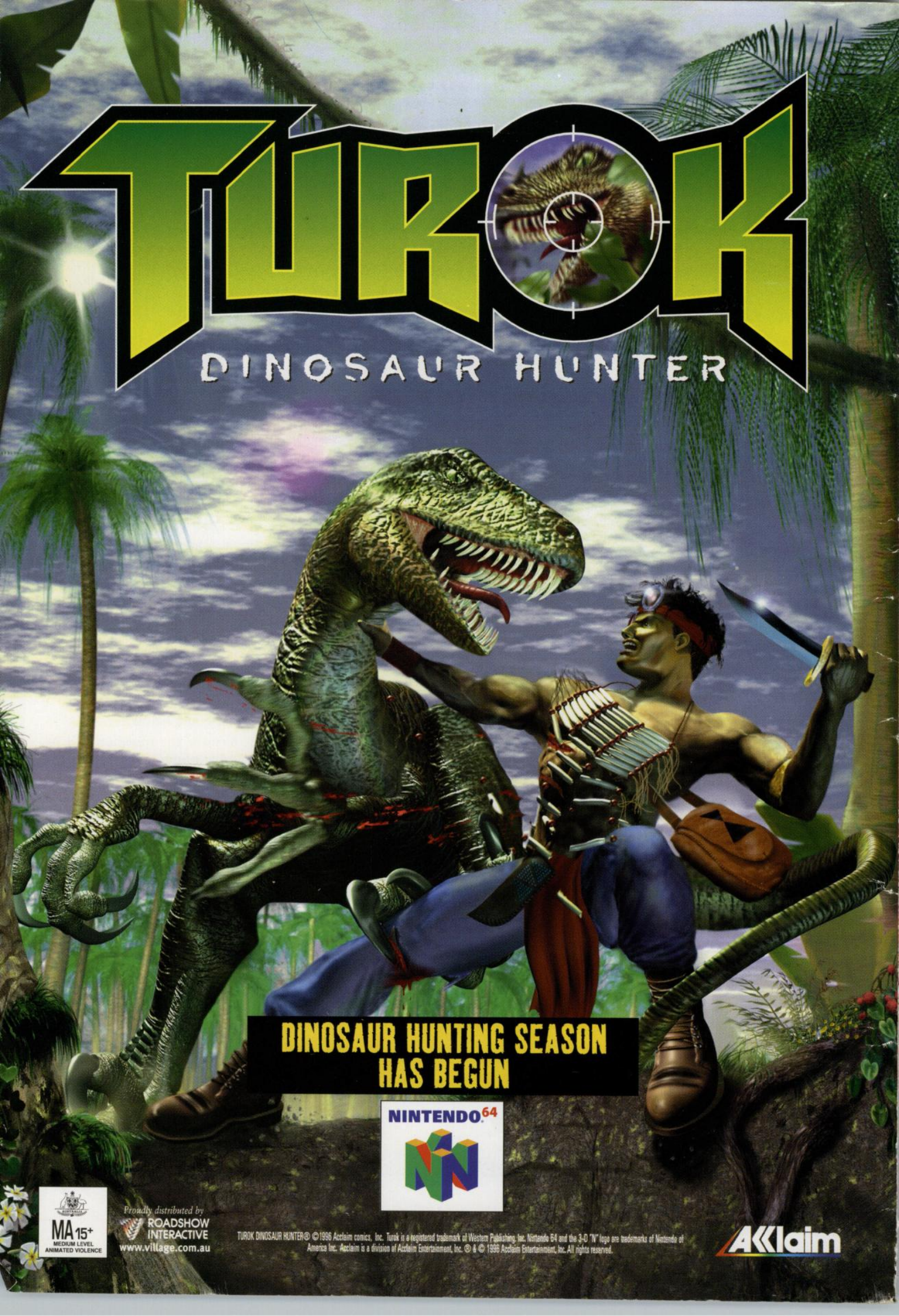
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